VOID 1.1™

Syntha Force Book

i-KORE

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Syntha Force Book

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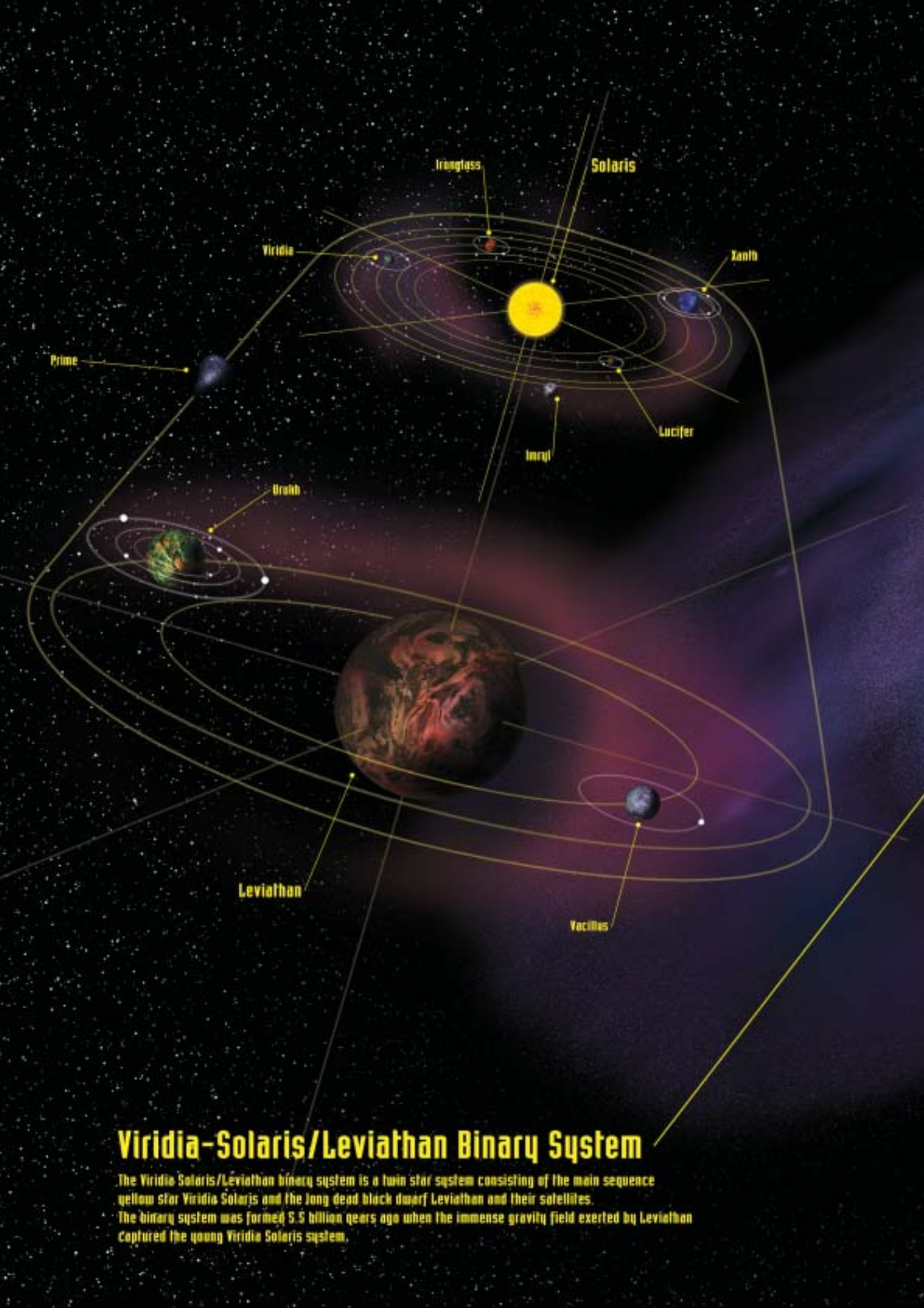
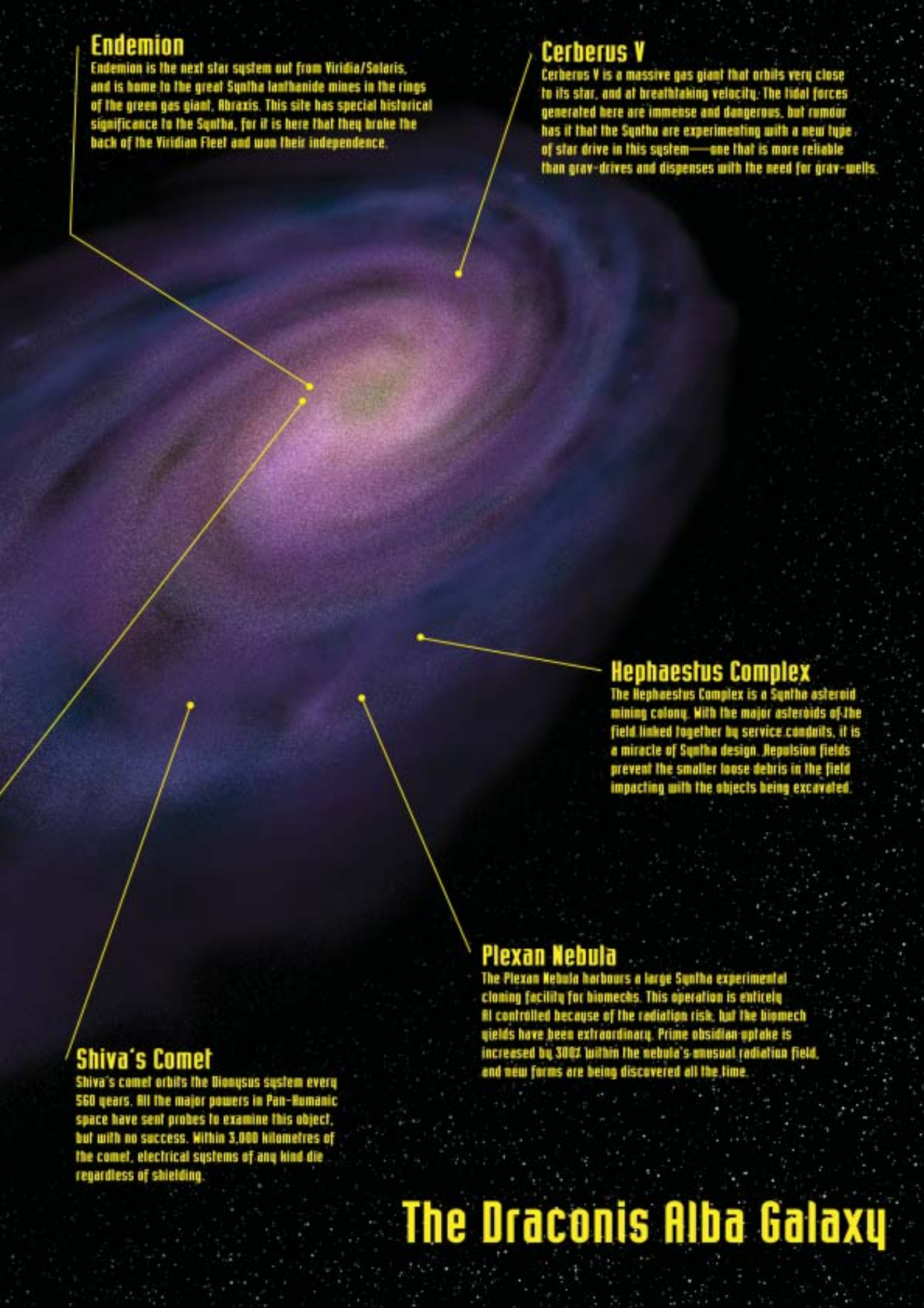
Faith in the Machine



Viridia-Solaris/Leviathan Binary System

The Viridia Solaris/Leviathan binary system is a twin star system consisting of the main sequence yellow star Viridia Solaris and the long dead black dwarf Leviathan and their satellites.
The binary system was formed 5.5 billion years ago when the immense gravity field exerted by Leviathan captured the young Viridia Solaris system.



Endemion

Endemion is the next star system out from Viridia/Solaris, and is home to the great Syntha lanthanide mines in the rings of the green gas giant, Abraxis. This site has special historical significance to the Syntha, for it is here that they broke the back of the Viridian Fleet and won their independence.

Cerberus V

Cerberus V is a massive gas giant that orbits very close to its star, and at breathtaking velocity. The tidal forces generated here are immense and dangerous, but rumour has it that the Syntha are experimenting with a new type of star drive in this system——one that is more reliable than grav-drives and dispenses with the need for grav-wells.

Hephaestus Complex

The Hephaestus Complex is a Syntha asteroid mining colony. With the major asteroids of the field linked together by service conduits, it is a miracle of Syntha design. Repulsion fields prevent the smaller loose debris in the field impacting with the objects being excavated.

Plexan Nebula

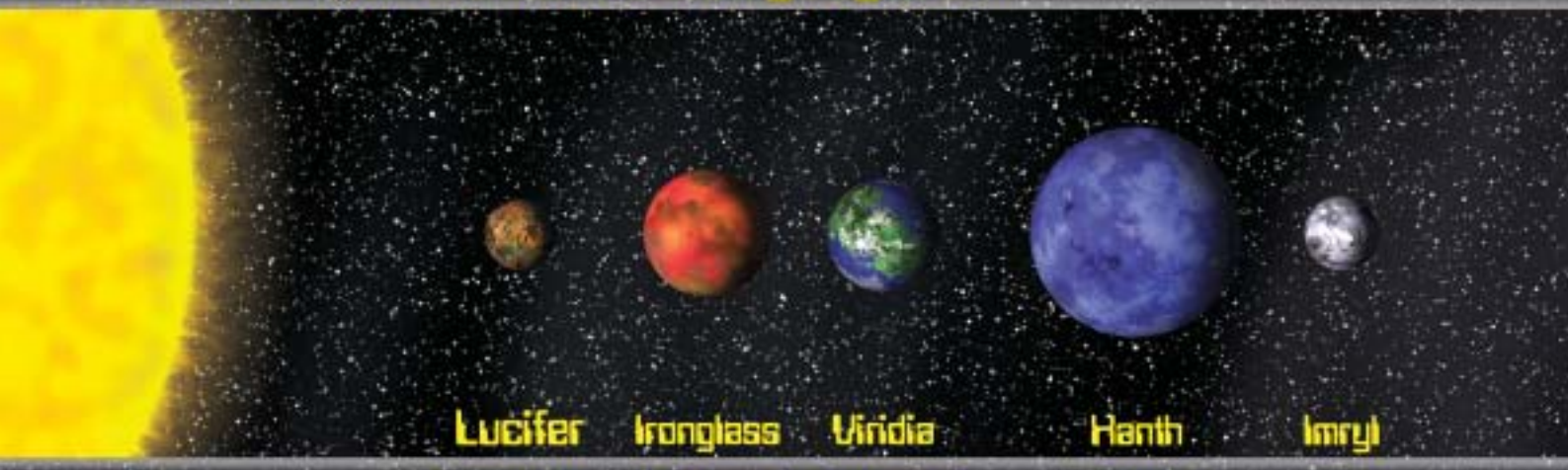
The Plexan Nebula harbours a large Syntha experimental cloning facility for biomechs. This operation is entirely AI controlled because of the radiation risk, but the biomech yields have been extraordinary. Prime obsidian uptake is increased by 300% within the nebula's unusual radiation field, and new forms are being discovered all the time.

Shiva's Comet

Shiva's comet orbits the Dionysus system every 560 years. All the major powers in Pan-Humanic space have sent probes to examine this object, but with no success. Within 3,000 kilometres of the comet, electrical systems of any kind die regardless of shielding.

The Draconis Alba Galaxy

Viridia-Solaris/Leviathan Binary System

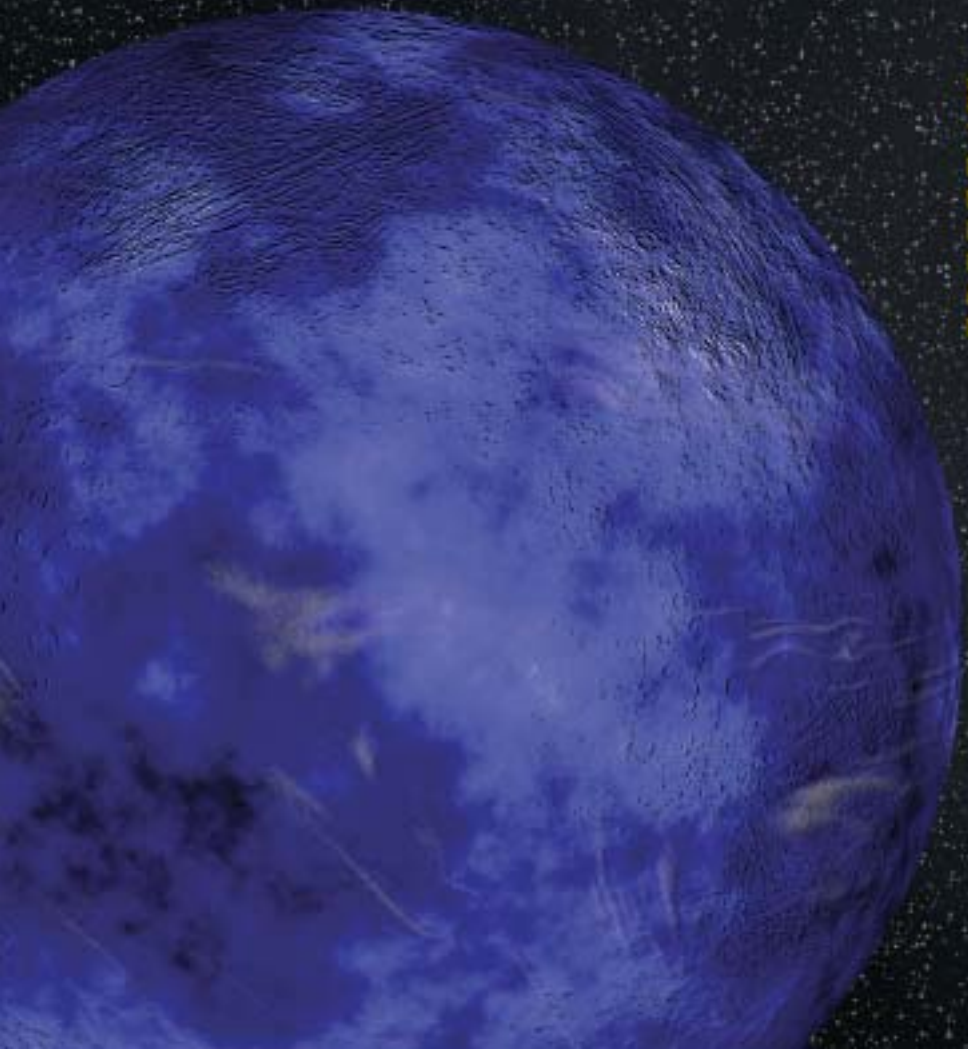


Lachesis

Type: Geologically active moon
Perigee: 58,000 km
Radius: 593 km
Orbital Period: 112 days
Population: 0
Atmosphere: Boiling gas

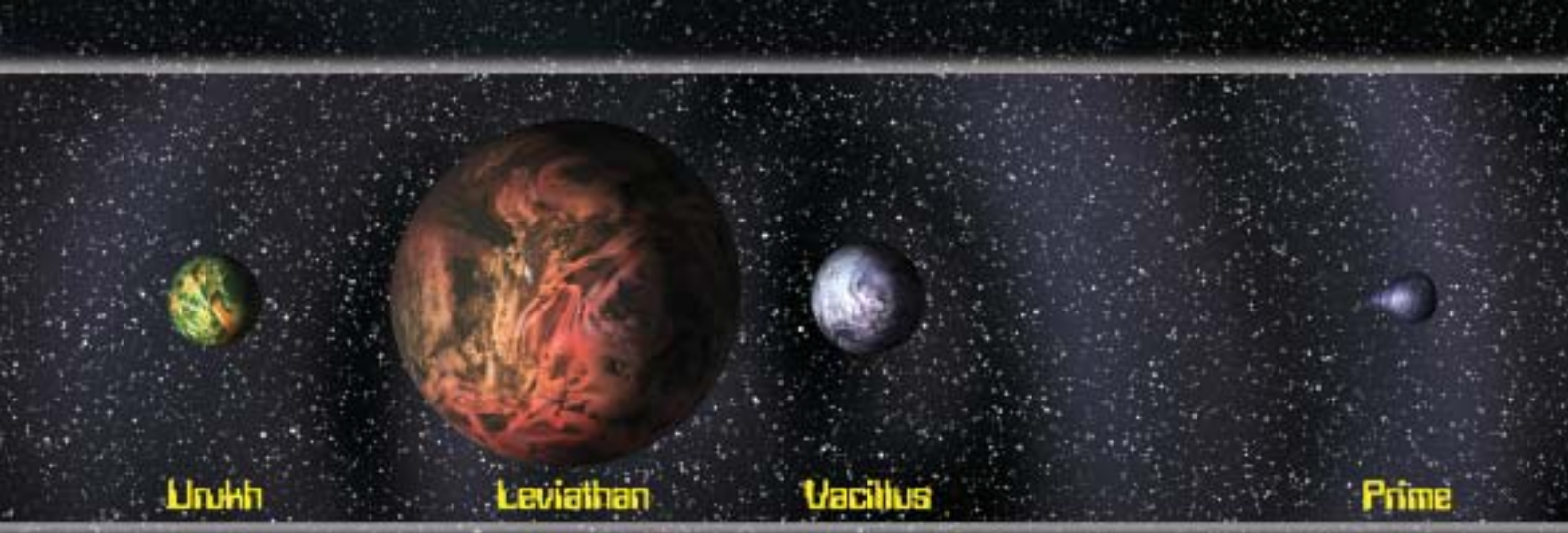
Atropos

Type: Moon: Syntha covert listening post
Perigee: 61,000 km
Radius: 227 km
Orbital Period: 131 days
Population: Undisclosed No. AI's
Atmosphere: none



Hanth

Type: Gas Giant
Periastron: 4597 million km
Radius: 26,914 km
Orbital Period: 168 years
Population: 0
Atmosphere: Freezing, very high pressure
Moons: Clotho, Lachesis, Atropos



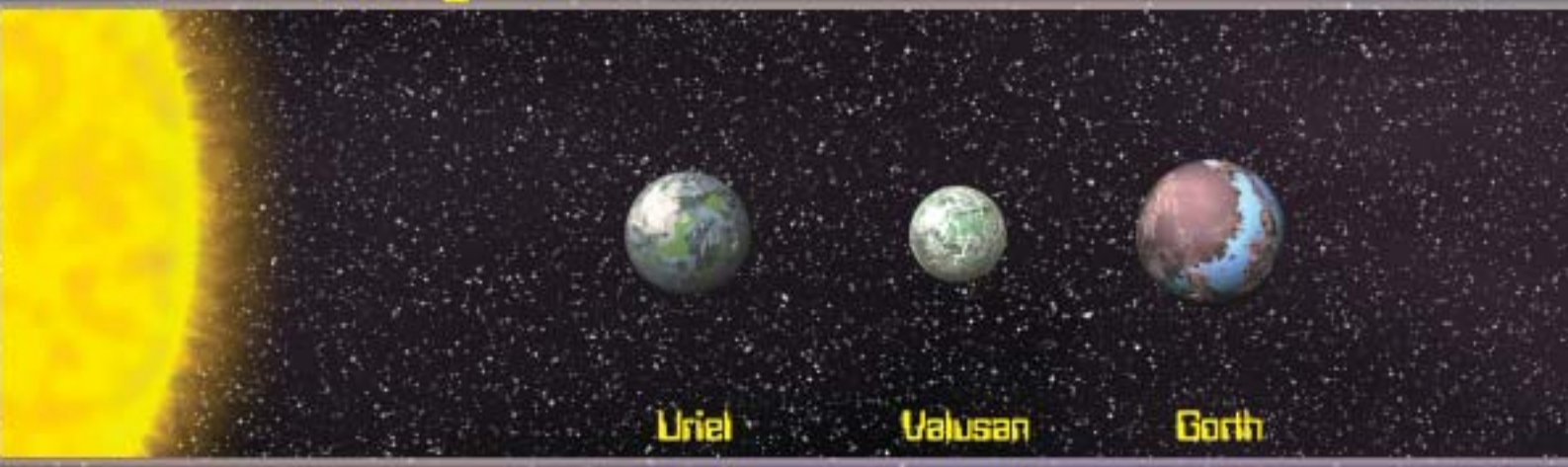
Prime

Type: Planetoid—unique mineral resource site
Periastron: 6338 million km
Volume: 1.57e15 m^3
Orbital Period: 323 years
Population: 3.6 billion
Atmosphere: Sealed

Clotho

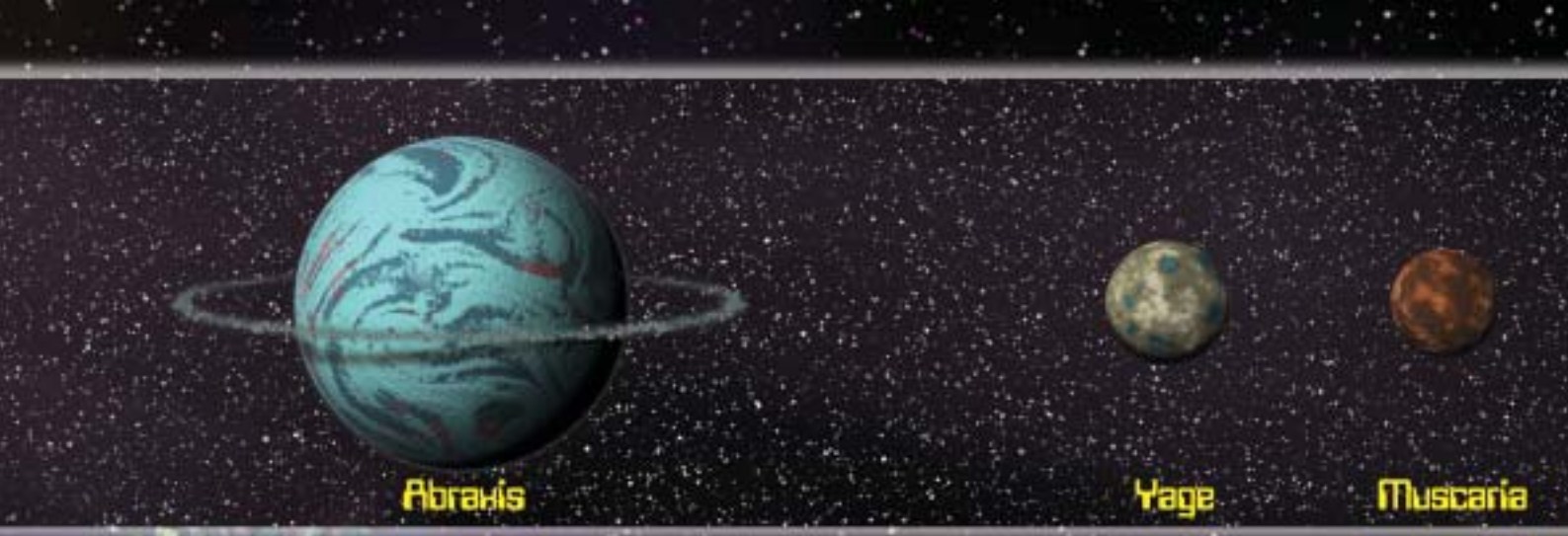
Type: Dead Moon
Perigee: 41,000 km
Radius: 331 km
Orbital Period: 85 days
Population: 0
Atmosphere: none

Endemion Star System



Abraxis

Type: Gas Giant
Periastron: 758 million km
Radius: 57.914 km
Orbital Period: 14 years
Population: 0
Atmosphere: high pressure, violent storms
Moons: 27 satellites of varying sizes



Disk of Abraxis

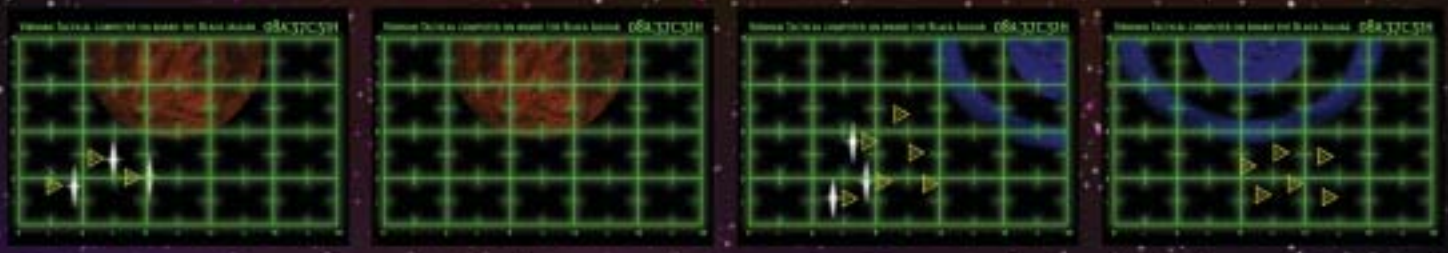
Type: Planetary Ring Mining Operation
Radius: 126,000 km
Mean surface Density: 20-100 g/m^2
AI Mineral Processors: 145
No of Rings: 7

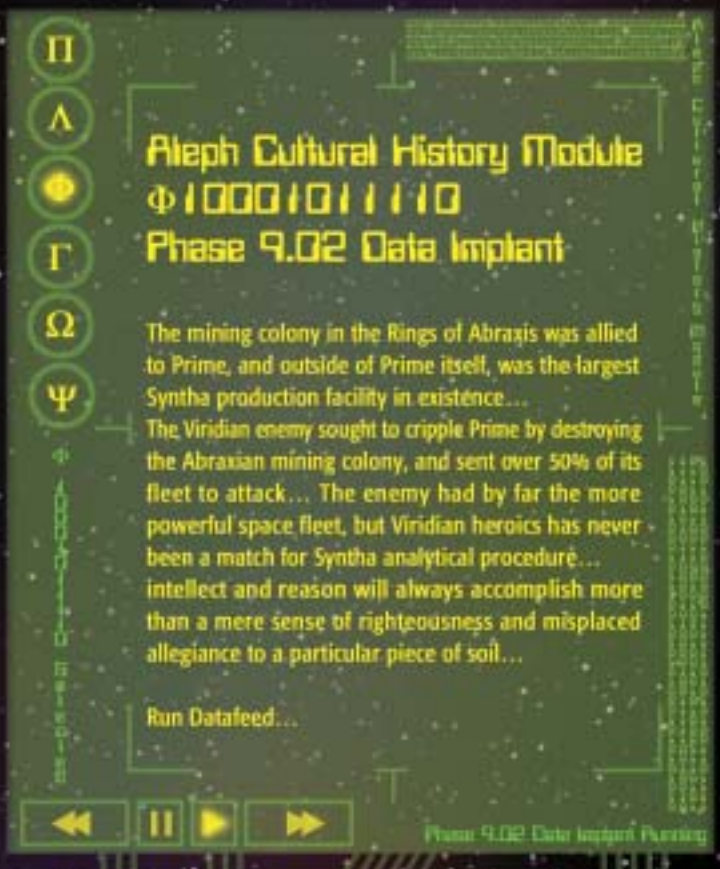
Aleph Cultural History Module
Φ 10001011101
Phase 9.01 Data Implant

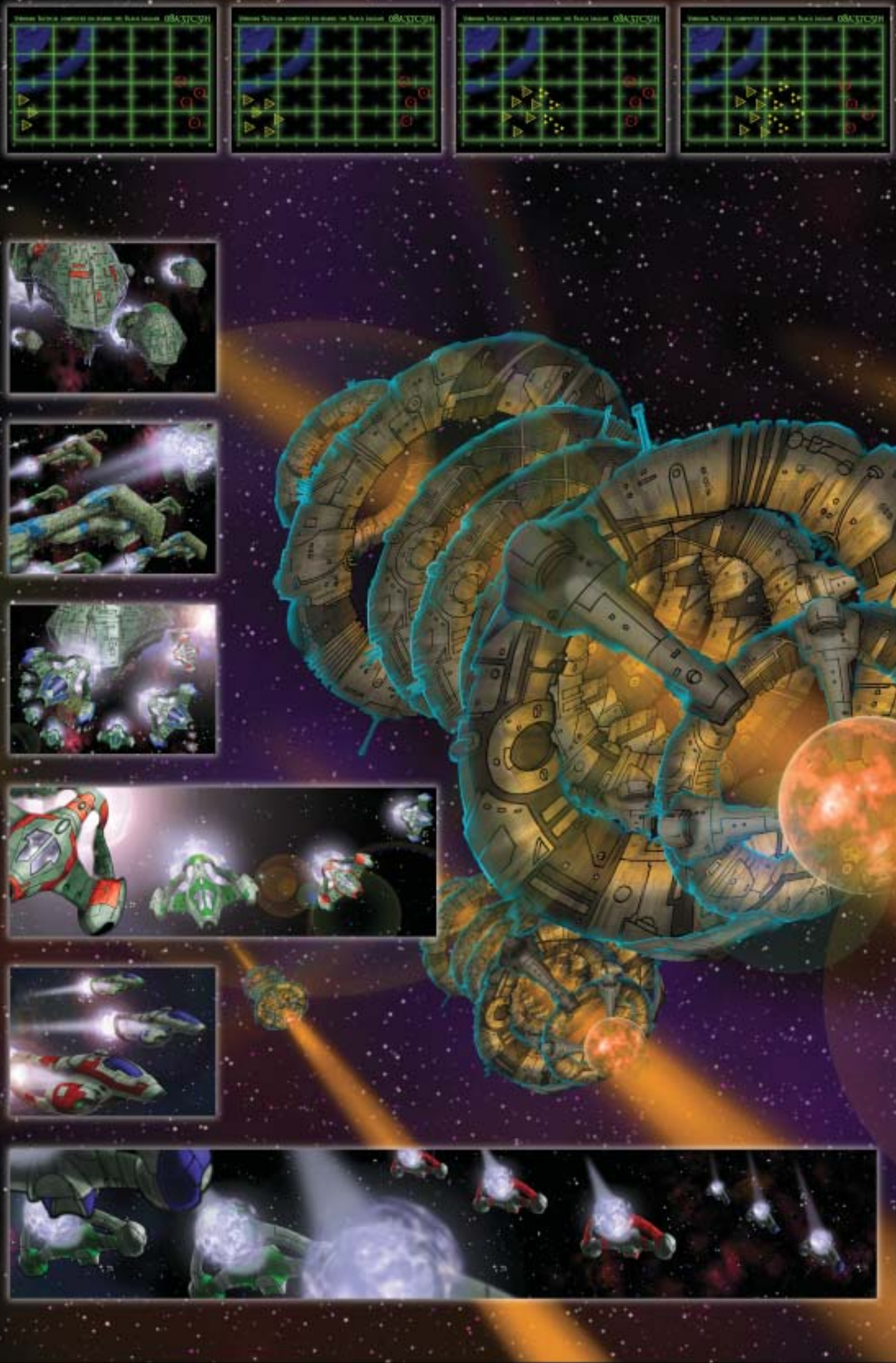
The Battle of the Abraxian Rings (direct to dateline module) was the decisive battle in our War of Secession...
The Viridian aggressor had harried our forces throughout the Viridia-Solaris system, forcing us into a defensive posture around Prime...
With Prime locked down we bade our time, waiting for them to make a mistake...
Inevitably the Viridians, lacking our objectivity and appreciation of the larger picture, became impatient and determined to attack our sister colony in the Endemion system...
This became known to history as the Battle of the Abraxian Rings...
It took place in orbit around Abraxis, a large gas giant in the Endemion system—the nearest star to Viridia-Solaris/Leviathan

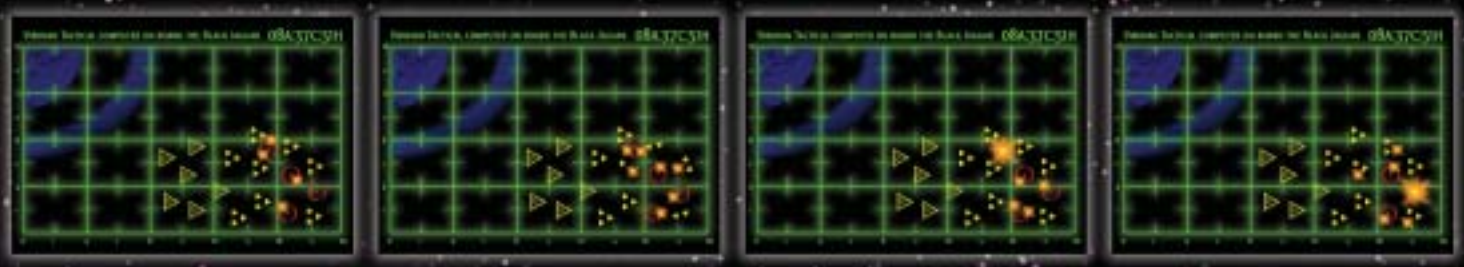
Run Datafeed...

Phase 9.01 Data Implant Running




Aleph Cultural History Module
Φ10001011110
Phase 9.02 Data Implant
The mining colony in the Rings of Abraxis was allied to Prime, and outside of Prime itself, was the largest Syntha production facility in existence...
The Viridian enemy sought to cripple Prime by destroying the Abraxian mining colony, and sent over 50% of its fleet to attack... The enemy had by far the more powerful space fleet, but Viridian heroics has never been a match for Syntha analytical procedure... intellect and reason will always accomplish more than a mere sense of righteousness and misplaced allegiance to a particular piece of soil...
Run Datafeed...
Phase 9.02 Data Implant Running

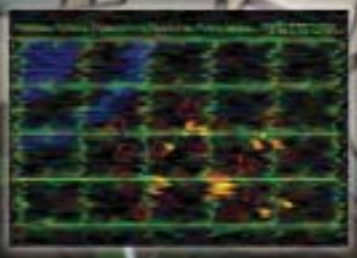


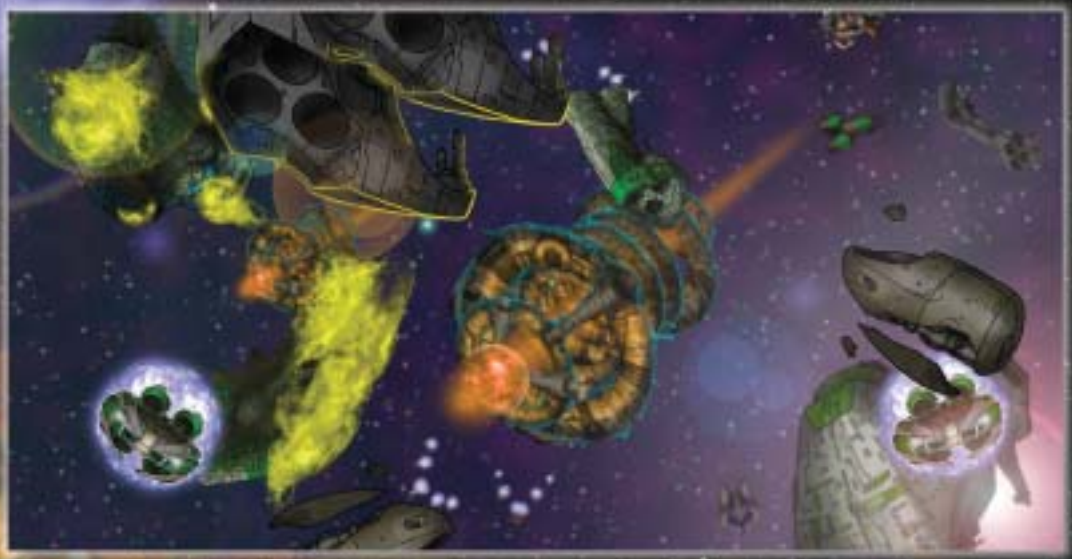


Aleph Cultural History Module
Φ 10001011111
Phase 9.03 Data Implant

Because of our superior organisational methods Syntha intelligence had of course anticipated this attack and prepared accordingly…
Prime deployed a small decoy fleet using the planet Abraxis as a grav-well, to appear to the Viridians that they'd been scrambled as an emergency response to the Viridian attack…
These vessels were AI controlled, on a predetermined flight path that led away from the main colony defences…
The Viridians, oblivious to the trap we had prepared for them, followed and destroyed this automated fleet

Run Datafeed…





Aleph Cultural History Module
Φ 10001100000
Phase 9.09 Data Implant

Our trap was sprung...The main Syntha fleet, comprising 90% of all available Syntha warships, emerged from subterranean bases in the larger rocks and asteroids in the Abraxian rings... When the Viridians had become content that we were besieged within the Prime system, they relaxed their surveillance as they sent craft out on missions to harass our other colonies...
This gave us the opportunity to move our fleet out of the Prime system piecemeal, maintaining the illusion that Syntha forces were concentrated around the homeworld...
The Viridan fleet was caught from behind and in the first exchange of fire sustained 64.8% losses. The Viridians were scattered and the Assembly forced to accept our terms of independence.
Natural selection chose us—our evolution was assured.

Run Datafeed...

Phase 9.09 Data Implant Running

Syntha: Faith in the Machine

Genesis

Prime is the outermost object in the whole of the Viridian binary system, and is something of an anomaly. It wasn't discovered by VASA until grav-shunting experiments were underway in the Leviathan sub-system. It was first thought to be an immense alien artefact on account of the very strange magnetic and spectroscopic data returned from the quantum relay probe that was sent to investigate it. When VASA scientists arrived there, they found it to be a planetoid composed chiefly of a material never before discovered- prime obsidian. It was this substance that was responsible for the curious signals monitored by the probe, and was just as exciting to the VASA scientists as the discovery of alien technology would have been. Prime is a teardrop shaped mass of colloids, full of inclusions of extremely rare elements, that was formed when Leviathan dragged Viridia Solaris into its orbit. Prime, which was still coalescing as the outermost planetary disc of Viridia Solaris at the time, was spun into an elliptical orbit around the common orbit of the two stars. Prime is a barren, inert world far from the stars that shaped it. It has no atmosphere and is utterly incapable of supporting life.

Prime's original colonists were VASA scientists, technicians and engineers. They were on a mission to settle on Vacillus, the planet next to Leviathan's grav-well, but were so excited by the discovery of Prime and its mineral cornucopia that they set up a mining operation there instead. Life can only survive in artificial environments on Prime, and that is as true today as it was when the first colonists landed. In due course the corporations mining the Prime colony brought their families from Viridia and settled there for good. They built great sealed environment bubbles on the surface, and tunnelled down into the depths of the planet to carve cities from the black rock. Prime in due course declared its independence from Viridia, descendants of the original settlers claiming that the Viridian Assembly was ripping them off, and growing fat on resources and technologies provided by Prime. Another contentious issue was the development of their bionic enhancement and artificial intelligence technologies. Viridia sought to heavily restrict such research on moral grounds, but the inhabitants of Prime saw this as the future. Two major wars followed which saw the deployment of sen-

tient androids and military cyborgs by the Prime army for the first time. Prime ultimately won its independence and its people took the name of Syntha, in testimony to their faith in technology.

The Syntha are no longer quite human; they are in some ways less and in many other ways more than this. Most Syntha are cybernetically altered to some degree and they are characteristically cold and untainted by pathos. They no longer reproduce in the conventional fashion, being born fully-grown from nutrient gel filled vats, complete with enhancements. The Syntha organise their society along collectivist principles and recognise two distinct classes of citizen. There are 'synthetics', the fully artificial beings making up the servant class, which include AI autofacilities and the humanoid 'androsynths'. The second class are cyborgs, of which there are the heavily enhanced 'prosthenes' who are more machine than human, and the less radically altered 'standards'. A massive AI called Prime, which is maintained by an elite team of androsynth and prosthene technicians acts as the central administration of the State; it is represented at VASA by a sub-ether link manned by elite technicians called Cognoscenti Prosthenes.

The Syntha are easily the most technologically advanced members of the Tripartite Confederacy, and their discovery that prime-obsidian could be used to make positronic matrices led to massive advances in AI development and cybertechnology. Prime obsidian has an unusual, spherical molecular arrangement, which not only makes it immensely durable, but also able to superconduct at room temperature. The Syntha use it to make artificial positronic brains called SPOMM (Synapsed Prime Obsidian Matrix Minds). These can either be placed in machines and autofacilities, or linked up to the nervous tissue of organisms to enhance them- a discovery that led to the development of the neural spike in the colony's early days. AI systems carry out most of the service and industrial processes on Prime, leaving prosthenes and standards to concentrate on research and development, and developing a vision for the future.

Many of the Syntha's military hardware systems are automated or AI controlled, including a large contingent of military AIs in the Syntha infantry. But what the Sythna have in quality and superior technology they lack in numbers. For the Syntha to maintain their inordinately efficient technology, and better than human troops, requires a great deal of time and energy. So, whilst they can take on the best of any other force when the numbers are equal, the sad truth is that they rarely are. Synthetics are of course manufactured for military uses, whilst cyborgs simply join up if they are asked to by Prime. Citizens that refuse to serve are free to do so on the condition that they are fitted with re-education software-to correct glitches in their in vitro education-after which they usually reconsider their decision.

Prosthene Marines are professional Syntha soldiers. Their skill and commitment to serving the collective in a military fashion has earned them significant cybernetic or biotech upgrades.

Syntha Colonies

Prime network epiteme
Phase 3.00 Data implant
The first SPOMMs were created by the dedication and hard work of the Prime colony founders. Even in the face of hostility from those who claimed to be benefactors in the beginning, the founders pressed on in their quest to perfect artificial intelligence. The AIs they developed manage all of our service, manufacturing and communication needs, leaving us free to concentrate on higher matters. You will apply the same rigour shown by the founders to your own mental tasks lest we stagnate and the collective ceases to evolve.

Typically Syntha colonies are places where you really wouldn't want to live. When Syntha send out their scout vessels looking for new worlds, they are not looking for balmy agricultural paradises, or splendid scenery, or even necessarily worlds that can support a decent manufacturing base. The Syntha are always attempting to further the technological foundations of the species, so their main concern is to locate and then exploit areas of space that are of unusual or special scientific interest. Mostly they look for worlds rich in rare or unique minerals with unusual properties, which usually means planets and asteroids totally incapable of supporting life. This is because the conditions that create such elements and alloys tend to involve exposure to extremes of gravity, temperature and/or radiation. The Syntha also purpose build more large structures in space than any other power, for example they have numerous autonomous research stations deep in the hearts of unusual gas nebulae.

This method of settlement is a high-risk strategy for the Syntha though, since the majority of these colonies won't make significant advances in the way of applied science for new technology markets, but at least they enrich everyone's understanding of the cosmos. However those colonies that do yield technological breakthroughs, Prime itself being the case in point where the discovery of a new mineral lead to unprecedented breakthroughs in artificial intelligence, more than make up for the resources spent on the rest.

The other advantage the Syntha have when it comes to colonising such inimical worlds are their SPOMMs. Most Syntha colonies only require a minimum of actual human staff to function, or in cases where the business of the colony is a purely routine affair no humans are needed at all. AIs can tolerate far worse environmental conditions than humans can, so for example an ore-refining factory on the surface of a world with a toxic atmosphere can be run entirely by a SPOMM network. SPOMMs can do all sorts of useful things provided the tasks aren't too intuitive and there aren't too many variables. SPOMM networking capability also means that different types of AI machine can pool their resources to handle more complex situations in areas that humans cannot work. For example one type of AI can carry out initial surveys on an area to see if it is suitable to build upon, then the data from that SPOMM can be fed to other SPOMMs so that they can build a biosphere (an artificial life-supporting environment) on it - and then humans can move in and start building termite cities. Other space-faring humans don't have the luxury of all of this intelligent machinery to get the grunt work done for them, so where hazardous conditions prevail people in shielded environment suits or vehicles with remote operated tools must do the job. This gives Syntha the edge on colonising these sorts of hostile environments, because their colony builders never complain, never tire, and break down much less often than fragile and unreliable humans do.

Alpha (α) Omega (Ω) Prime Guard

Alpha Omega is the designation given to Prime's own guards. The soldiers and AIs serving in this capacity never get to see the great machine, but they occupy the same complex in the bowels of the Prime planetoid. They are the last line of defence for the AI if Prime was ever to be invaded by a hostile force. In addition to military androsynths, biomechs and humans, an AI defence network of SPOMM controlled energy weapons guard the complex.

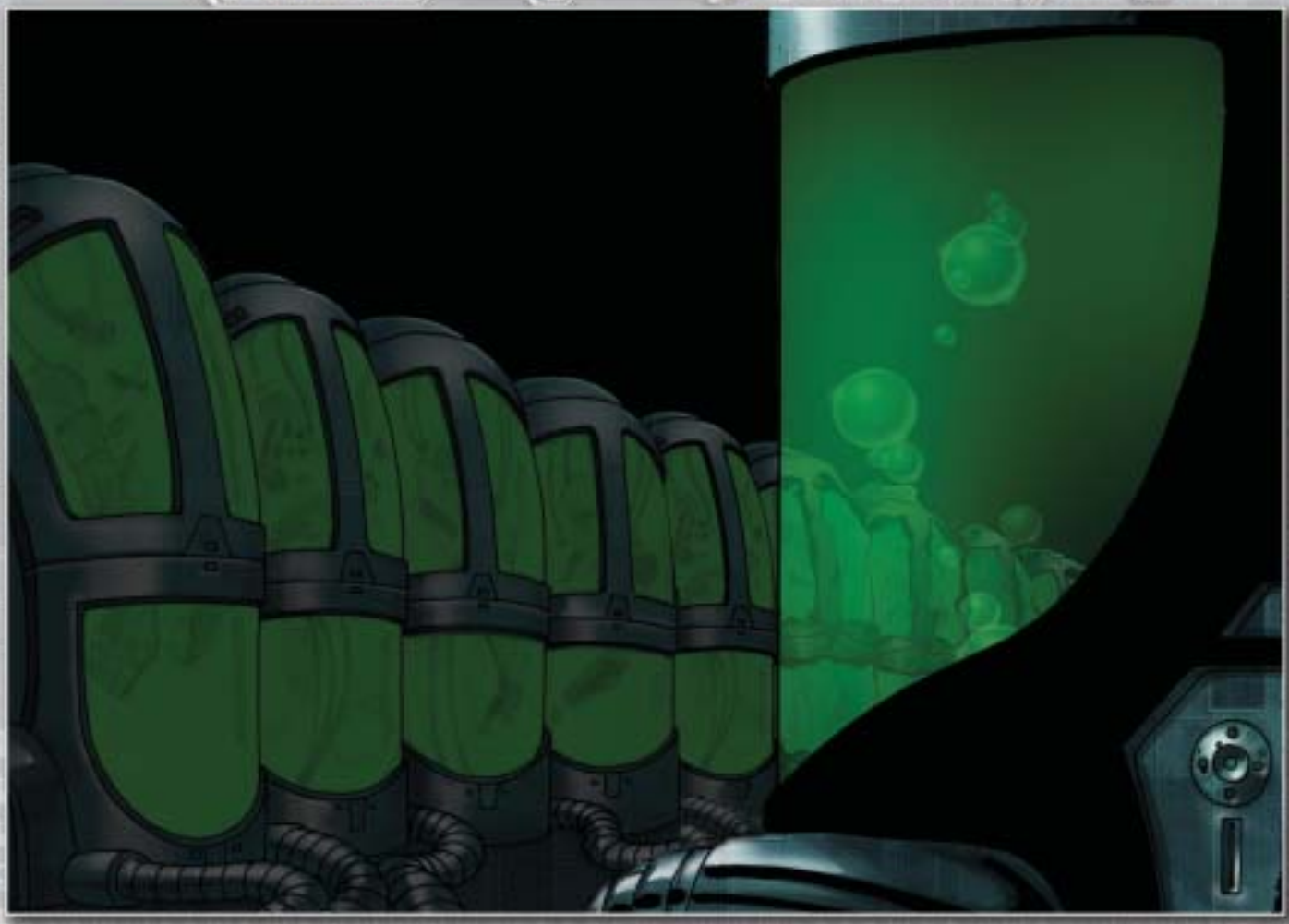
Node: Phaesion Closed
Communiqué to Prime
– 18:51:02hrs
Data Forwarding... Enclosed is full report on Poseidon rim world... Koralon infestation has been vanquished and analysis of coraline agent is contained in report

In general the Syntha rely a great deal on the miracle of SPOMM, but humans aren't quite obsolete yet in their society. SPOMMs can't parallel process like human brains, nor do they constantly rewire themselves based on life experiences as human brains do. They're a lot faster than human brains at doing calculations and making sense of the information presented to them, but they don't prioritise the information properly, and often seem slow or excessively considered compared to humans. This relationship with their machines is one of the things that make Syntha on the whole rather cold and calculating. They have a culture in which passions and sensitivities aren't so much repressed as they are weakened and stunted by the lack of toil and competition, and the great amount of time spent in abstract reflection. This makes Syntha rather suspicious of other societies, whom they regard as being uncouth and frighteningly unpredictable.

Closed Prime Oikiat to Node: Agharti-03:21:17hrs
Data received...Level 1 surveillance of Temple of the Alabaster Moon has been processed...Proceed at once to Level 2 surveillance... Launch Panoptic Probe fleet at 05:00:00hrs

In battle the biomechs are frightening foes, capable of superhuman feats that challenge the skills of even VASA's mystical Void Knights

There is a great contradiction at the heart of the Syntha experiment, in as much as, Syntha humans pursue a machine nature, desiring to improve themselves by becoming more like their machines-yet at the same time even the most advanced machines, like Prime, are second class citizens. Nonetheless, the experiments continue as the Technocrats of Prime pursue their goal of the perfect human/machine master race.



Cybertechnology & Genetics

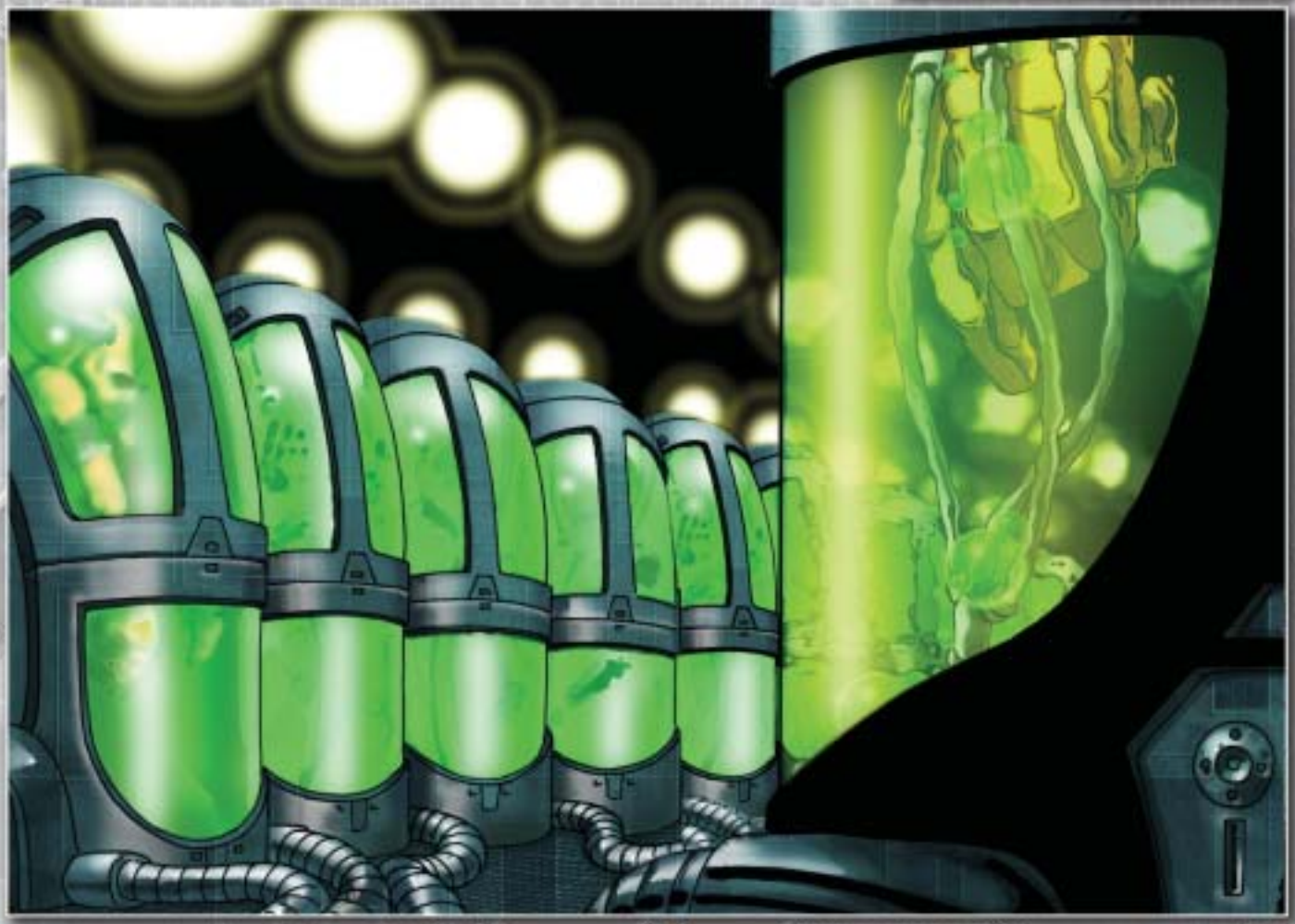
The Syntha are of course renowned for advances in high tech industries, such as biotech and AI development, that leave the other Tripartite powers standing. The key to their mastery of cybernetics is the planet Prime, with its rich seams of prime obsidian. The Syntha control the distribution of this rare resource, and hold regularly updated patents on SPOMM microcircuitry as a legal measure preventing reverse engineering of their products. This hasn't stopped non-Syntha striving to copy the technology, but the simple fact is no-one makes better SPOMM than the Syntha. And they have a stranglehold on the supply of prime obsidian - ergo no one seriously tries to compete with them in this field.

The discovery that human neurones in a tissue bath would actually grow on prime obsidian circuitry, and make connections with it, lead to the dream of machinery and AI actually being interfaced directly with human central nervous systems. Soon the medical applications of the technology transformed into military and commercial applications as the idea of better than human humans caught on. These new enhanced life forms dubbed 'prosthenes' began appearing everywhere as more and more people had the improvements done. Nowadays the line between a prosthene and a non-prosthene is somewhat arbitrary and blurred. Generally speaking most Syntha have one or two minor cybernetic improvements but this merely makes them 'standards'. To be a prosthene usually means that an individual has to be more machine than human.

Another startling departure from humanity that the Syntha have made is to dispense with the horrible, messy business of pregnancy, birth and the raising of chil-

dren. Instead designer embryos are gestated in sealed vats filled with nutrient solutions and accelerated growth hormones. It takes about two years for an egg to develop into an adult human in their vat, at which point they are 'born' into the arms of apron-coated technicians. During this gestation period the growing Syntha are all plugged into a massive MUD, called Aleph, run from an AI that is almost as big as the main Syntha administrator SPOMM, Prime. In this SPOMM generated reality they interact with one another, while digital avatars of loaded data compression software strive to cram a lifetime's learning and experience into the subjects. When they finally emerge up to six months of post-natal trauma care is required for Syntha. This is to cope with the shock of the transition from Aleph's reality to the physical world - eyes that have only known digital stimulation of the optic nerves are skewered by real light; the breeze from freon air-conditioning units is like a million bugs clawing their way out of every pore; every sensation is an assault. After the birth and barring accident, Syntha citizens can expect to live up to 150 years or more, thanks to gene therapies and designer organ transplants. Some Syntha don't make it and have to live permanently in Aleph, where they can still contribute to society. For those that do make the grade, the birthing is probably the closest thing this advanced society has to a primitive rite of passage trial.

Perhaps the most profound advance in altering human beings that the Syntha have made is the development of so-called biomechanoids. Biomechanoids could really be the next evolutionary stage that Syntha visionaries have spoken of-homo sapiens machinus. Technicians clone human eggs and inject the nuclei with self-inserting prime obsidian circuits. These circuits overlay the DNA and promote the uptake of prime obsidian from special nutrient tanks in which the clones are grown. The results are rarely functional, the organism never developing beyond the embryonic stage, but of those that do mature, some have gone on to become exceptional beings. The likes of Pi and Alpha have biomechanical abilities to rival even the mystical powers of VASA's Void Knights



Termite Cities

Prime Diktat to Node:
Lupus H
-11:99:38hrs
Level 4 surveillance of Viridian Lupus IX Garrison indicates they may have intelligence on abnormal biomech holding facility on Lupus X... Prime cannot afford to have details of this facility revealed... Eliminate the Viridians

As Syntha colonies mature they take on a very different aspect from the initial subterranean bio-dome structures, which are common to many of the settlements of independent colonies in non-life sustaining environments. Once a fully functioning bio-dome settlement has been established beneath the surface of a world, AI miners and construction teams will go to work on the second phase of building. They will begin to create a Termite City. This process is a natural usage of caverns created either by erosive processes or by mining of ores, and the key to it is leaving one or more large supporting columns of hard rock in the cavern. Using a blueprint devised by Prime for the most efficient use of subterranean living space, the supporting column will be tunnelled out to form a complex honeycomb of chambers and burrows, which gives the Termite City its name. The SPOMM designed architecture within is incredibly efficient, using principles of endoskeletal geodesic construction, and despite being hollowed out the column will lose none of its strength.

The maze of conduits and chambers within one of these columns will be used to house things like generator rooms, mag-lev lift shafts, life support systems and so on. Teams of androsynths and other mobile AI's of all sorts of shapes and sizes will be drafted in to maintain it. Once vital systems are in place, crescent or disc shaped habitat modules for prosthenes and standards to live in will be sunk into the walls of the column. This gives the whole thing the appearance of an old tree trunk riddled with bracket fungus, except the fruiting bodies are giant, silvery-grey metal structures covered in vents and winking lights.

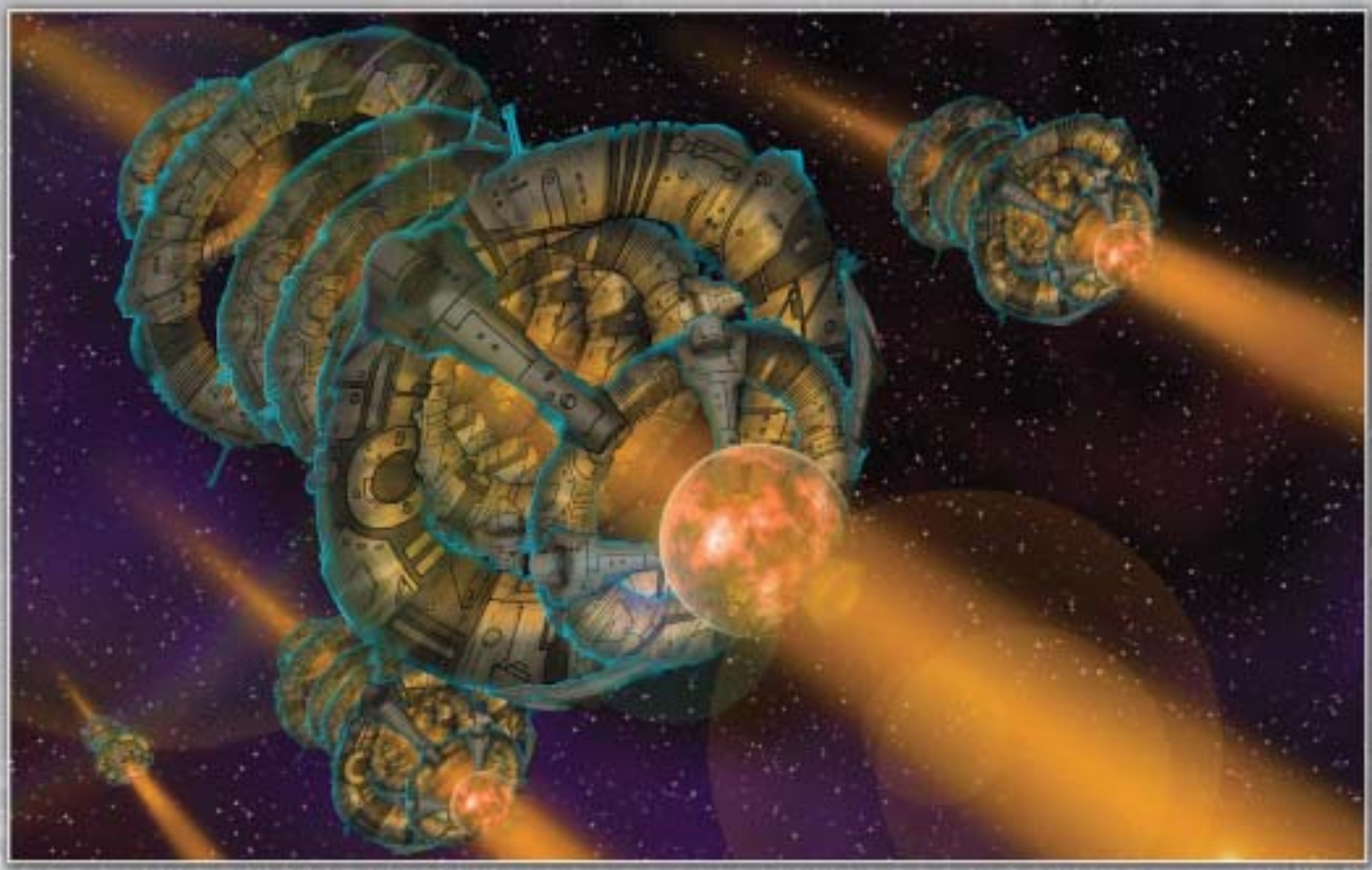
Within this subterranean realm transport links are provided by the mag-lev (magnetic levitation) network, a system of electromagnetic lifts and monorails linking cities and mining operations together. Shuttles and other small plasma drive craft, many of them entirely AI piloted, transport cargo and passengers between spaceports and space stations. The spaceports consist of landing pads on the surface, which are in fact giant mag-lev lift platforms, covered by iris valves when not in use. Ships land on these and are carried down into the colony, where they are moved to hangers for unloading, decontamination, etc.

The final phase of building a Termite City comes when the surface of the colony is actually breached. The complex of conduits and chambers is simply carried up through the roof of the cavern and into the open air, where rare molec-

ular engineered alloys, resistant to pressure, radiation and chemical erosion provide the superstructure. Spire-like filters, vents, antenna arrays and field generators stick up from the roofs of these structures like crowns of blades. Viewed from space, mature Syntha colonies appear eerie and otherworldly, with large, treelike artificial structures rising up through the cold vacuum of space, or dimly perceived through the haze of beautiful but deadly radioactive auroras, or perhaps emerging from the corrosive, choking mists of a hostile atmosphere.

The social order within these cities is a curious mixture of total freedom combined with total oppression. Syntha are born as adults, complete with a virtual education that predisposes them to conformity and productivity. As a collectivist society all property is owned in common by all the Syntha. Nobody needs to buy anything, or compete for higher status or higher paid jobs because there is no domestic economy (Prime and the Cognoscenti Prosthenes trade and invest on markets with other powers using currency obtained from selling technology). If a standard or a prosthene wants something, they simply make a request to have it and society will provide if it can. Everyone is provided with food, accommodations, leisure facilities, medical assistance, and so on. Within reason, anybody can request anything. In return for this people willingly go to work, usually of an academic or technical nature since machines take care of all manufacturing and most service industries in order to maintain this society. There are no laws either, and the Syntha have no concept of punishment or criminality, but this is where the scientific-socialist utopia morphs into a sort of totalitarian nightmare. The Syntha are constantly under surveillance by drones, probes, spies and so on; there is no privacy. All this data feeds back to Prime in the name of maintenance. If any aspect of the social, economic, or physical infrastructure isn't performing efficiently, based on Prime's ideal models of society, then steps are taken to remedy the situation. There are no criminals in Syntha society; just malfunctioning units that need fixed like a machine with a loose wire needs fixed. Fixing faulty humans can take the form of psychiatry, re-education, drugs or cybernetic surgery-usually a combination of two or more treatments. Failing this the individual will be removed from society until a cure can be found, or the individual dies. This means that there isn't much room for free association, emotional outbursts or rebellion in Syntha society

Prime Orbital to Node: Panacea
-12:26:39hrs
Level 8 surveillance of Ironglass Senate reveals that Junkers believe they may have discovered prime obsidian, or prime obsidian analogues in newly charted asteroid field... Investigate, and if necessary eliminate Junker forces and secure the region for Prime



Syntha Fleet

In common with their colonies, Syntha ships tend to be low on manpower, with most maintenance and service tasks being carried out by AIs and androsynths. The majority of routine space flights can actually be done entirely by AI, with a SPOMM plotting the course, flying the vessel there, dispatching humans (or if the task is relatively simple other SPOMMs) to carry out the mission, then returning under its own steam. However, prosthene crews are needed for the task when more unpredictable variables affect the vessel, for example when a combat interceptor gets involved in a dogfight.

There are four main size classes of battleship in the Syntha battlefleet, the largest being Demiurge class carriers and the smallest Nimrod patrol craft. Between these are Artemis destroyers and Orion class cruisers. They are constructed on orbital and Legrangian point shipyards where AI autofactories produce and assemble parts on a production line. The basic superstructure of one of these ships is a large toroid ring, which can be attached to other rings to create larger vessels. Once the superstructure is in place the ship's systems, engines, and floors between the central rings are added. Finally the whole thing is sealed in armour plating and it's more or less ready to go. The Demiurge class carriers have bays containing small, quad-engine support fighters called Epsilons, piloted by two prosthenes and carrying a miniature version of the mothership's main weapon.

Syntha war vessels deploy a range of heavy plasma and laser ordnance, but the most distinctive and fearsome is the Proteus Cannon. No weapon like this has been created by any other human power and even prosthenes and standards cannot fully grasp the physics involved in its operation. Proteus Cannons were designed by AI machines given a brief to find the most efficient way to generate an energy beam. What they came up with is quite remarkable. The Proteus Cannon creates a bubble of total vacuum between its claws-even in space there is a sea of particles milling around, so these must be removed-to create a so-called zero point field. This field has a quantifiable energy signature, but no one is quite sure where this energy comes from or

Beta (β) Helios Exploratory Mora

Beta Helios provides the security for many Syntha exploration missions. A Beta Helios Lochos accounted for the combat forces aboard a small exploratory Syntha vessel, sent to follow up encouraging probe data from Xyclo, a new planet at the centre of the Charybdis gas nebula. When they arrived a Junkers landing party had just beaten them to the planet and the Junkers immediately attacked. Beta Helios fought a rearguard action back to their landing ship, where they activated three Cyclops Grav Tanks stored in the cargo bay. The Junkers were vanquished and Xyclo is now an important research station for Prime.

what it is. The superconducting coils of the Proteus' claws energise this field and the result is spontaneously generated matter and anti-matter. The matter manifests itself as plasma, which is channelled forward by the weapon to strike the target, whilst the anti-matter is vented along channels to the rear of the ship, where it dissipates in space (and has been known to damage ships following too closely). This weapon creates an intense plasma beam literally out of nothing, requiring no fuel and hardly any energy expenditure. The more power put into the field the bigger the reaction.

The effectiveness of the Proteus Cannon is renowned and respected, as many veterans of battles against the Syntha will testify. For example, five Fabian class Junker battleships engaged the Orion class cruiser Gorgon in what seemed to be a very one-sided fight, and only one of them managed to escape to tell the tale, and the Artemis destroyer Medusa logged a kill on a Koralon mothership with a single, well-aimed and highly boosted shot.

Syntha also make intelligent probe drones, equipped with a low grade SPOMM and a variety of analytical equipment. These vessels can be mass-produced quite cheaply and are fairly robust - good for entering and exiting normal atmospheres many times, and capable of withstanding quite intense radiation, temperature and pressure. Such devices have become an invaluable part of space exploration and the other powers buy these things by the million from the Syntha. In short SPOMM probes dispense with the need for humans to ever have to go near the surface of a potentially interesting planet. The probe drones can make a detailed analysis of surface conditions, composition of the planet, life forms, and many other factors, which will determine whether or not a world is suitable for colonisation. They can carry out a far greater and more detailed range of tasks than the deep space quantum relay probes, which are more about exploration than analysis, and if they get destroyed it doesn't matter. They're cheap to manufacture and constantly broadcast sub-ether transmissions regarding their status, so a fresh probe can be launched to take over as soon as a SPOMM probe on a sortie goes off-line.

Prime network epineme
Phase 9.00 Data implant
The Collective has made our technological ascension possible. When we were forced by hostile external forces to exist separate from the main body of society, we arose to the challenge of building a new civilisation, and perfected it. The Collective is flawless. It is the greatest model for social order that has ever been conceived—efficient, just, and harmonious. Without the Collective we would face a life of extremes—brutality, inequality, prejudice and ignorance. Life beyond the Collective is unthinkable.

Epsilon (ξ) Scathan-E Defence Mora

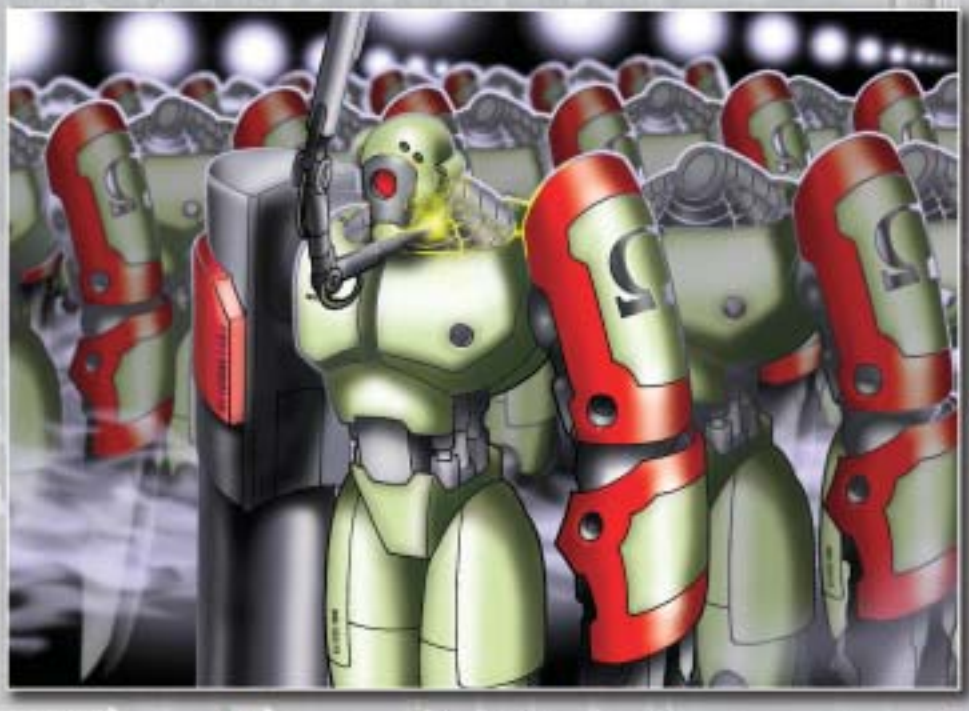
Epsilon Scathan-E, until recently, manned the Syntha garrisons stationed around the Scatha-Euripedes L3 secret research station. A Viridian scout ship recently discovered the colony and its probes indicated the presence of coraline-neutronium-a substance that legally only VASA can hold in storage. The Viridians launched a very public spirited attack, but were beaten back by waves of Epsilon Scathan-E assault craft emerging from a nearby asteroid field. And of course the colony disappeared without trace overnight.

AI Auto-facilities

Syntha production is pretty much totally automated and factories simply consist of production lines along which robotic assemblers construct products, whether these products are military androsynths or domestic media units. Raw materials are processed at mining sites and refineries by automated systems, then freighted out to AI factories. Each AI factory is responsible for one type of product and the AI in charge will be networked to the local AI administration node. This administration node is in turn networked to Prime, and thus production is monitored and regulated.

In recent years the Syntha have been subject to more aggression from their neighbours, which has led them to increase military hardware production. For instance the Junkers have become more overt in their piracy, and the Viridians more strident in their requests for VASA to clamp down on Syntha research and development whilst at the same time carrying out sabotage missions in the interests of the cosmic environment. The Syntha are also under pressure from VASA on two fronts. On the one hand VASA wants more Syntha support to deal with the Koralon, but VASA is also concerned that the Syntha's technological superiority will threaten its power base. Because androsynths and other military AIs are easier and less expensive to produce and maintain than vat grown humans, it is projected that in the near future the Syntha military will become totally mechanised, with humans simply taking the roles of technicians and overseers. This is much the same process that has overtaken Syntha manufacturing.

There is also an increased incidence of organic materials being spliced into SPOMM networks, giving them a biological aspect. This is being seen as a possible solution to the downsides of SPOMMs, such as their inability to make intuitive leaps or act on instinct. It is this sort of advanced research that makes the Syntha's neighbours nervous or envious. Automated research in the form of advanced SPOMM modelling has been going on for generations now, and many of these new technologies are far beyond what humans can actually comprehend, and are therefore considered dangerous by those without total faith in technology. For example, the Viridians claim to have evidence that the use of Proteus Cannons damages the fabric of space-time, resulting in temporal distortions and quantum anomalies, the long-term effects of which could be potentially catastrophic. But such criticism of their methods only encourages the Syntha to shroud their military production and R&D operations in even greater secrecy and defence.



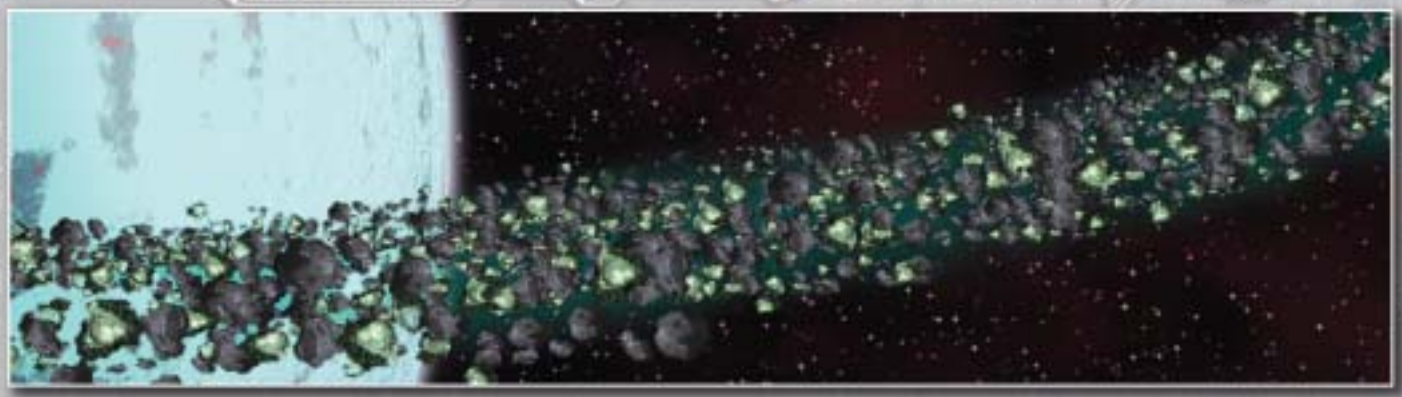
Prime Central AI

The hub of the whole Syntha social experiment is the Prime Central AI, a massive artificial intelligence nexus that monitors all aspects of Syntha life. Prime is the biggest SPOMM ever built-a huge grey sphere of Synapsed Prime Obsidian hanging in a vast, heavily fortified cavern, located right in the heart of the Prime planetoid. Prime has a volume of somewhere in the region of three hundred cubic metres and is capable of carrying out trillions of commands every second. It hangs from the ceiling of its great vault, surrounded by an invisible force field that maintains a vacuum around the main structure. Prime's energy requirements are large, and it has its own small plasma reactor to supply these-the wide central conduit attaching it to the ceiling supplies the plasma. Clustered around this main power conduit there are several macro cables filled with bundles of synapsed prime obsidian fibres. These represent the nervous system of Syntha society. Every Syntha colony has a SPOMM node with a relay back to Prime. Many other relays exist too, on probes, surveillance equipment, any SPOMM device in fact since the relay is often no bigger than a pinhead and contains nanomachines linked up to the SPOMM circuitry. Just as the AI Prime shares its name with the Prime colony, so each of the SPOMM administrator nodes for daughter colonies are named after the colony.

Prime is the most sophisticated computer ever created, and it took twenty years, hundreds of other computers and a team of some of the galaxy's best minds to design it. The Syntha brought Prime online just in time for the second war of secession against Viridia, in which it played a vital role in logistics and intelligence.

A team of elite, heavily augmented engineers called the Cognoscenti Prosthenes is responsible for monitoring Prime's health, and carrying out commands issued by the great machine brain. Occasionally SPOMM circuits wear out, or plasma couplings need replacing and so on, so they send highly specialised androsynths into the vacuum chamber to carry out these repairs. The Syntha live in a society of extreme surveillance, with every action monitored and quantified. As chief administrator of the Syntha, Prime processes all of this data and suggests courses of action to the Cognoscenti, based on its modelling of the data, then they choose the most appropriate solution and the relevant nodes are informed.

Cognoscenti are almost everywhere that Prime has an extension into the physical world, and if conditions prevent their presence, then one or more Cognoscenti will be nearby. Within this elite society of technicians, it is said that there exists another level of administration that has only ever been hinted at by conspiracy theorists-the Ephors. It is with hushed voices that those citizens of Prime far away from the power centre discuss the Ephors. According to the most popular rumours they're unenhanced humans, not even Syntha standards, inbred to the point of madness because they use the 'old methods' and not designer cloning and artificial gestation. Then again, others say that they're tentacled aliens.



Asteroid Space Stations

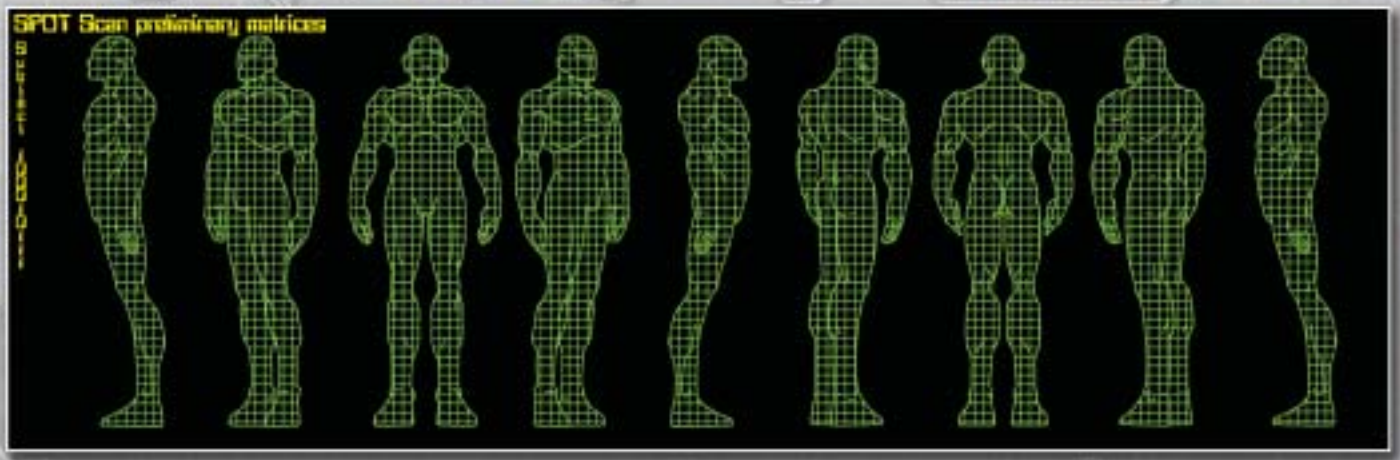
In addition to their large artificial structures in space, such as Legrangian point colonies and space stations, the Syntha have developed a method of turning asteroids into covert space stations. Converting the asteroid into a fully functioning space station is the easy part, especially for the Syntha, since the hollowing out of large objects to make living spaces and facilities is an old science. The difficult bit is undertaking a project like this and not letting anyone else know, since it usually takes years and requires the use of heavy drilling equipment and many flights to and from the site. To do this, once the Syntha have identified and studied an object they want to use, they launch coring charges at the asteroid. Coring charges are sophisticated SPOMM assisted plasma drilling devices which will tunnel to the centre of the object and hollow out a chamber. When the coring charges deactivate their payloads come on-line. These payloads are capsules containing AI miners and equipment, who will begin work on turning the interior of the asteroid into a honeycomb of tunnels and chambers in the same way central supporting columns of termite cities are constructed. Occasionally equipment and supplies need to be shipped in, especially as the job nears completion, and this is the most dangerous time. Such missions are conducted in the strictest secrecy with only Prime, the Cognoscenti and any prosthenes involved in the project aware of what is going on. Once completed the space station will look just like any asteroid and will broadcast false data to enemy probes, but within is a mostly automated Syntha facility networked to Prime by secure channels.

Prime Dikiat to Node:
Cephis–11:31:19hrs
Ensure security of project...
Junkers fleet must not be allowed to berth in Cephis system; potential for discovery and subsequent piracy is unacceptable... Eliminate Junkers fleet without delay

These asteroid space stations are often used against other powers for surveillance and intelligence gathering. As such they are built within the boundaries of their rivals' and neighbours' space, with those being watched none the wiser. Suffice it to say this sort of spying is illegal under the Treaty of Vacillus and can be construed as a hostile act. Everybody does it to some extent though, and the various powers treat it as a game which their citizens must never be aware of. They are also used to conduct top-secret research and development projects, such as the recently revealed biomech project and their secret star drive projects.

Beta (β) Talos Mechanised Mora

Beta Talos is a mostly artificial intelligence force that most recently seen action against a Koralon reef city on Copipos 11, a minor Syntha research colony that fell to the aliens. The assault was more experimental than anything else; to see if an AI army could operate independently of humans in a theatre of war, and three fully AI Syndicos were sent against the city. The results were encouraging and the colony was liberated from the alien menace.



The Syntha Warmachine

The Syntha army is involved in a continuous process of removing the unpredictable and inefficient human element from its military operations. For this reason standards are a dwindling force within the Syntha army as the more heavily augmented, and rather less human prosthenes replace them. There has also been an increased production of androsynth units in recent years. New nervous induction biotechnologies to reduce interference between neural tissue and SPOMM circuitry has aided this revolution in mechanisation, and the genesis of military biomechanoids could herald the new era in human evolution that has been the holy grail of the Syntha.

The Syntha army has an interchangeable structure in which the deployment of individual troops, vehicles or weapons is a matter of expedience rather than allegiance to a particular regiment or legion. The basic division of the Syntha army is the Cell. Cells range in size from a single powerful individual capable of carrying out solo missions to a small group of squads with requisite support. The Syntha prefer to deal with military issues subtly and at the source, and for this reason the Syntha most commonly encountered in combat are likely to be highly specialised biomechanoid and prosthene Cells on assassination or sabotage missions to disrupt an enemy's ability to wage war. Cells are interchangeable though, and Prime often has them broken up or reassigned in response to new intelligence. This means that human Syntha troops don't really bond like warriors of other cultures, partly because they're not disposed towards any kind of sentiment or camaraderie, especially the prosthenes, but mainly because they don't really get to know their fellows that well. Other factions in Pan-Humanic space regard this as rather sinister and unnatural. Indeed the Prime Collective has been accused of deliberately managing its troops (and even its citizens) in this way to prevent bonds of trust forming between individuals, thus isolating dissidents and causing the main body of society to project their trust on the abstract notion of the State.

Most soldiers are augmented with various types of SPOMM combat training software, but this merely has the effect of offset-

Assault Teratosynths are built to deal effectively with enemy armour systems, their tesla claws and plasma projector support weapons capable of shearing through most modern shielding

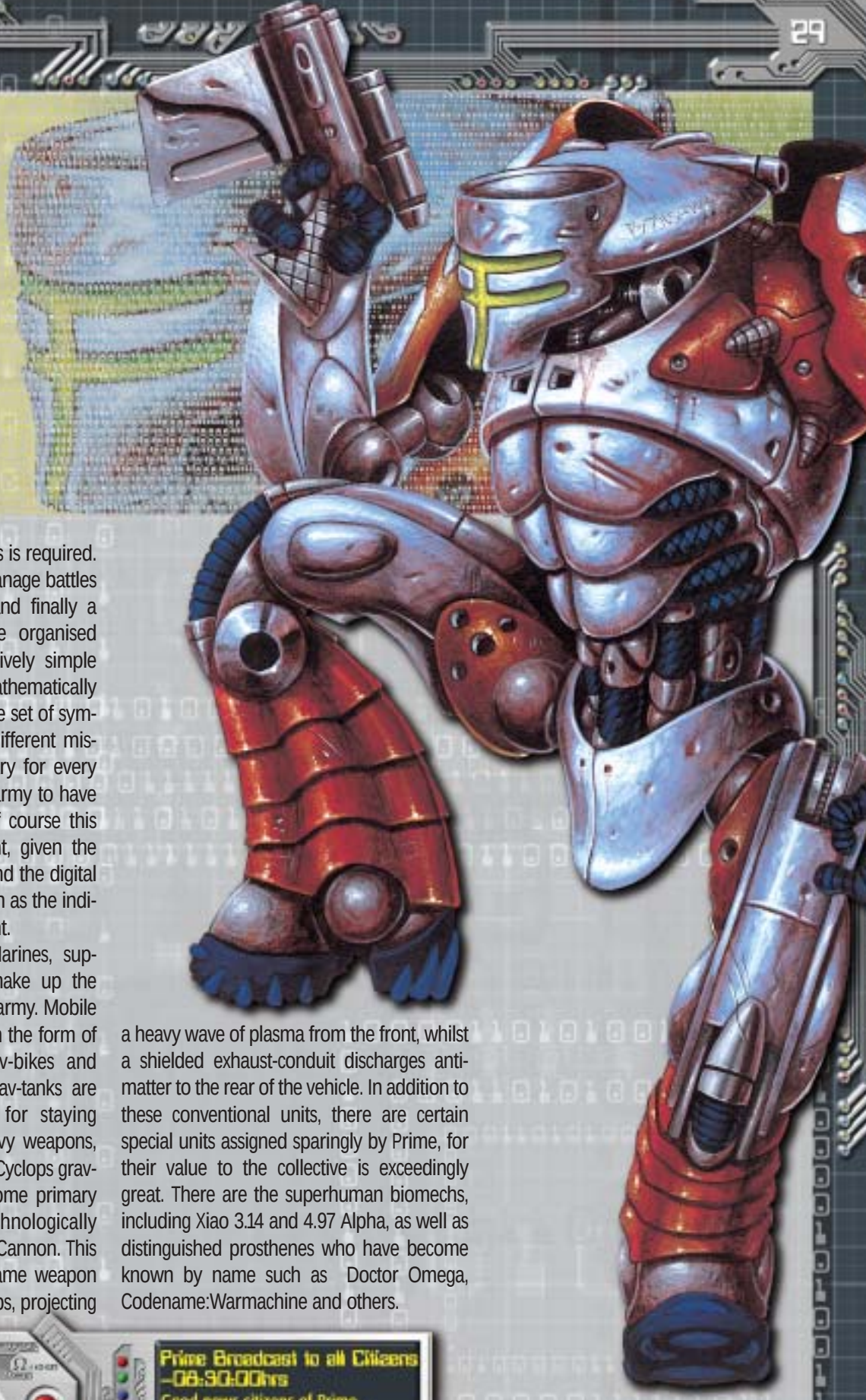
Pi (π) Gorgonian Military Research Mora

Pi Gorgonian are a recently formed Mora consisting of the full range of units available to the Syntha army, additional orbital support, and field exobiology teams. They are on a tour of the galactic rim, collecting Koralon specimens from reefworlds in an effort to understand more about the aliens' weapons and fuel technology, and their methods of communication.

In battle Tactical Teratosynths can be used to deploy bigger energy weapon and rocket system ordnance than smaller androsynths

ting the negative effects of a lack of instinctive cohesion within Cells. A large group of Cells that spends any time working together, such as the staff of a military base or an expeditionary force, is known as a Lochos. A Lochos can consist of any number of Cells, this being determined by what is appropriate for the task in hand. The division up from a Lochos is a Syndicos, and Syndicos are only formed in response to an unusual security situation. If an emergency occurs, military AI nodes will make a request to Prime to form a Syndicos and send details of the situation. The response is more or less instantaneous, and if the go ahead is given, all the Lochos within range will be required to submit some or all of their Cells to the Syndicos. Syndicos are most commonly formed in response to enemy invasions. Potentially the largest division of the Syntha ground forces is the Mora. Morae are formed when the Syntha are going to war in a serious fashion and have planned for it, for instance a major invasion of an enemy power's territory, and will split into Syndicos to fight on various fronts.

An individual's designation at any given time can be read from a digital readout on their armour. This digital readout is alphanumeric and consists of a large letter from an ancient alphabet that is now used by the Syntha for scientific annotation, and a binary number. The combination of the binary code and the letter allows units in charge of logistics to quickly place individuals in the correct Cell, within the correct Lochos, Syndicos and Mora if required. These units in charge of logistics are combat prosthenes specialising in command and strategy-what would be officers in other armies and they are known collectively as Alphas. They have SPOMM sockets on their temples or wrists that allow them to plug their nervous systems directly into AI nodes, and receive the organisational data from Prime. Sergeants are the most common Alphas, and in Syntha nomenclature they are simply referred to as the squad Alpha. Once the organisational level gets



up to that of Lochos, a Lochagos is required. An Enomotarch is needed to manage battles on the scale of a Syndicos, and finally a whole theatre of war will be organised through an Archon. This relatively simple arrangement is of course mathematically limited, but Prime uses the same set of symbols over and over again on different missions, therefore it isn't necessary for every single individual in the Syntha army to have a different designation. And of course this isn't a permanent arrangement, given the structure of the Syntha army, and the digital readout can be changed as soon as the individual is given a new assignment.

Standard and Prosthene Marines, supported by Androsynth units make up the common soldiery of the Syntha army. Mobile and armoured support comes in the form of Teratosynths, 2000 series grav-bikes and Cyclops grav tanks. Cyclops grav-tanks are armoured grav-vehicles built for staying power and deployment of heavy weapons, rather than speed and mobility. Cyclops grav-tanks can deploy various fearsome primary weapons, but the most technologically advanced has to be the Proteus Cannon. This is a miniature version of the same weapon system used by Syntha battleships, projecting a heavy wave of plasma from the front, whilst a shielded exhaust-conduit discharges anti-matter to the rear of the vehicle. In addition to these conventional units, there are certain special units assigned sparingly by Prime, for their value to the collective is exceedingly great. There are the superhuman biomechs, including Xiao 3.14 and 4.97 Alpha, as well as distinguished prosthenes who have become known by name such as Doctor Omega, Codename:Warmachine and others.

Prime Broadcast to all Citizens
–08:30:00hrs
Good news citizens of Prime...
Attached viewing module of
Xiao 3.14 Pi vanquishing a Void
Knight spy proves Syntha technology
is superior to VASA mysticism...
Consider Pi's example as you begin
work today

On the battlefield the Assault Androsynths seek and destroy enemy units by getting close enough to activate pneumatic boosters in their legs, powering them at high speed towards the target in a devastating charge

Tactical Teratosynth | Prostene Marine | Xiao 3.14 Pi | Assault Androsynth | Biomech

Syntha Army List

Prime network epimeme
r 0000000011
Phase 5.00 Data Implant
All humans are basically animals. Remember this and draw strength from the knowledge that thanks to the Collective you are so much more than a mere human animal. You are stronger, faster, smarter and in all ways better than this. From time to time your animal nature will trouble you, for your animal nature is a troublesome thing. Transcend your animal nature. You are the next stage, beyond the merely organic. When the animal self feels alone, or malcontent, reject its negativity. Embrace your machine self: it is superior.

Theta (θ) Ixion Covert Mora

Theta Ixion are Prime's black ops force. Consisting mostly of biomechs and prosthenes, they're currently administered by 8.36 Charon, a highly developed Omega Biomech. 8.36 Charon's Cell's most recent mission involved stowing away aboard a VASA Hawk class battle cruiser and sabotaging the grav-drives, before escaping in a lifepod. The vessel had gathered evidence that the Syntha were conducting their own Meta-Power experiments, and it had to be destroyed. When it made the jump into a grav-well the Xasers cut out and the ship was stranded in the fifth dimension.

The following section contains information to help you build a force roster and play a game of Void 1.1 using a Syntha army. Within this section is a full army list of Syntha forces featuring stats and equipment for your units, an armoury, and also detailed background notes on the combat role and tactics of units to help you decide on the composition of your army. For the rules on how to build any army for Void 1.1, including Syntha armies, see page 32 of the Void 1.1 rulebook.

It's important to note that the army list presented here represents a definitive Syntha force:

- If you've already got models for the more generic army lists that appear in Void 1.1 and they don't appear in this list-no one is stopping from and playing with those models!
- Units that have appeared in the past and have a new profile here are updated units, and you should use the new profiles in your games

Finally, if you're playing or organising tournament games, force composition is entirely a matter for the organisers and you should respect their decisions in this matter. i-Kore does not have an official policy on army composition, other than that you're free to work these things out between yourselves.

When you make a Syntha army you and your opponent(s) should decide on a points limit for your battle before sitting down to choose forces. See page 20 of the Void 1.1 rulebook for some hints on points limits. You can also make things interesting and more in keeping with the Syntha background by basing the composition of your army on the 'Syntha Warmachine' section of this book. Think about what sort of battle you and your opponent(s) are about to fight and how you've planned the way the battle will go, and then decide which forces the unit in charge of logistics will have requested. So for example, Viridian saboteurs may have stormed a research facility, and you start the battle with half your force made up of standard marines, androsynths and maybe a few prosthene marines, then at a later point reinforcements might arrive in the shape of grav-bikes. Or perhaps you've sent an entirely mechanised force of androsynths, teratosynths, and grav-tanks to root out a Koralon infestation. It's up to you.

Observe. Organise. Overcome.

Codename: Warmachine | Tornado Series 2000 Grav Bike | Assault Androsynth | Assault Teratosynth

Node: Muria Closed
Communiqué to Prime
–12:00:01hrs
Priority Communiqué... Biomech agent 8.38 Polaron is installed on Viridian Assembly... Details of cover story and agent identity attached... Awaiting new orders

Assault Androsynth sergeant

Assault Androsynths

Assault Androsynths are commercial combat droids designed specifically for hand-to-hand fighting. On the battlefield they seek and destroy enemy units by getting close enough to activate pneumatic boosters in their legs, powering them at high speed towards the target in a devastating charge. Once in the fray their immense, crushing fists can tear even heavy armour apart.

AS	SH	ST	T	W	CO	S2	MV
5	3	6	5	1	5	2	4

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Support model for every 2 other models.

Troop Type	Equipment	No./Unit	Cost
Androsynth	Two Cesti	3-10	24
Androsynth	Grape Gun		
	Negatron Shield	0-3	28(s)
Alpha	Two Cesti	0-1	25

Special Rules
All: Grade I SPOMM, Fearless, Immune to Panic, Fast, Shock Trooper
Alpha: Grade II SPOMM

Assault Teratosynths

Teratosynths are hulking SPOMM droids about half as big again as a normal androsynth. Assault Teratosynths are built to deal effectively with enemy armour systems, their tesla claws and plasma projector support weapons capable of shearing through most modern shielding. Although they lack the speed boosting features of their smaller androsynth relatives, they are nevertheless fearsome close combat opponents with considerably better staying power.

AS	SH	ST	T	W	CO	S2	MV
5	3	6	6	2	5	3 (2)*	4

Structure: Squad
Unit Size: 3-8
You may include a maximum of 1 Support model for every 3 other models.

Troop Type	Equipment	No./Unit	Cost
Teratosynth	Tesla Claw	2-8	30
Plasma Projector	Plasma Projector		
	Heavy Grape Gun	0-2	50(s)
Alpha	Tesla Claw		
	Heavy Grape Gun	0-1	40

Special Rules
All: Grade I SPOMM, Fearless, Immune to Panic, Shock Trooper
Plasma Projector: Tactical Awareness
Alpha: Grade II SPOMM
*For the purposes of troop transporting, Teratosynths can pull in their limbs for convenient storage, thus making them SZ 2 troops under such circumstances.

Assault Androsynth

Assault Androsynth

Assault Teratosynth

Tactical Androsynth [c.w.]

Tactical Androsynths

Tactical Androsynths are capable of engaging in ranged combat. This is because they have more sophisticated AIs than the Grade Is, with a wider scanning range and faster data processing capabilities. In battle they carry massive energy weapon ordnance that is way too unwieldy for standards to use.

AS	SH	ST	T	W	CO	S2	MV
4	4	6	5	1	5	2	4

Structure: Squad
Unit Size: 4-8
You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No./Unit	Cost
Androsynth	Pulse Rifle	4-8	21
Plasma Gunner	Plasma Cannon	0-2	39(s)
Alpha	Pulse Rifle	0-1	23

Special Rules
All: Grade II SPOMM, Fearless, Immune to Panic
Plasma Gunner: Tactical Awareness
Alpha: Grade III SPOMM

Tactical Androsynth Sergeant [c.w.]

Tactical Androsynth [c.w.]

Tactical Teratosynth

Tactical Teratosynths are bigger, tougher, nastier versions of the tactical androsynth. They carry pretty much the same SPOMM hardware as a tactical androsynth, but in an altogether more robust package with a modified leg design that has been determined to provide a more stable and reliable platform for firing their heavier weapons. In battle Tactical Teratosynths can be used to deploy bigger energy weapon and rocket system ordnance than smaller androsynths, allowing even the basic troopers to effectively engage heavier enemy units such as cavalry, individuals and light vehicles at range.

AS	SH	ST	T	W	CO	S2	MV
4	4	6	6	2	5	3 (2)*	4

Structure: Squad
Unit Size: 3-8
You may include a maximum of 1 Support model for every 3 other models.

Troop Type	Equipment	No./Unit	Cost
Teratosynth	Heavy Pulse Rifle	2-8	31
Mini-MLRS	Mini-MLRS	0-1	53(s)
Alpha	Heavy Pulse Rifle	0-1	34

Special Rules
All: Grade II SPOMM, Fearless, Immune to Panic
Mini-MLRS: Tactical Awareness, Mini-MLRS Teratosynths can purchase target locking at an additional cost of +10 points. See Target Acquisition rules in the Special Rules section.
Alpha: Grade III SPOMM
*For the purposes of troop transporting, Teratosynths can pull in their limbs for convenient storage, thus making them SZ 2 troops under such circumstances.

Standard Marine

Standard Marine Sergeant

Standard Marine

Standard Marines

Standard Marines are home defence forces for the Syntha. They defend Prime's interests in a minor security role-manning garrisons, guarding commercial spaceships and so on. They're drawn from the ranks of Prime's planetary service program, in which able bodied citizens are required to serve the collective in a military role for two years, between the ages of five and seven (remember that the Syntha are born as educated adults). This age range has been determined by Prime as the best socio-cognitive period to undergo basic military training, citizens having had some time to grow emotionally and learn social rules. Standard Marines are general purpose troops of unremarkable quality, but those who show promise can go on to become military prosthenes.

AS	SH	ST	T	W	CO	S2	MV
3	4	4	4	1	4	2	4

Structure: Squad
Unit Size: 4-12
You may include a maximum of 1 Support model for every 3 other models

Troop Type	Equipment	No./Unit	Cost
Marine	Gauss Rifle	4-12	16
Chain Gunner	Chain Gun	0-1	20(s)
Rocket Launcher	Rocket Launcher		
	Autopistol	0-2	39(s)
Grenade Launcher	Grenade Launcher		
	Autopistol	0-2	30(s)
Sniper	Sniper Rifle	0-1	28(s)
Alpha	Gauss Rifle	0-1	18

Special Rules
Rocket Launcher: Tactical Awareness
Grenade Launcher: Tactical Awareness
Sniper: Sniper, Marksman
Alpha*: Tactical Awareness, High Morale (+1) or Strategy (+1)
*Alphas choose either High Morale or Strategy when you fill in your roster

Lamda (λ) Medusan Strike Mora

Lamda Medusan is a rapid response Mora consisting mostly of Syndicos and Lochos made up of prosthene marines, androsynths, teratosynths and grav-bikes. They last saw action when a Junkers trading post opened for business in the same asteroid field as a Syntha mining colony. The Junkers attracted a variety of unsavoury traders, mercs and pirates that threatened the security of the Syntha colony, so a military response became inevitable. The Junkers were seen off, but due to the nature of their business did not pursue the matter with VASA.

Tactical Androsynths

Tactical Teratosynth

2000 Series Grav Bikes

2000 Series Grav Bikes are light, highly manoeuvrable, one-man scout vehicles. The machines work on graviton field technology, which creates a low gravity cushion between the bottom of the bike and the ground, then the prosthene pilot manipulates vectored thrust jets to move and turn. These are amongst the fastest vehicles in common use on the battlefield, and come in three variants. Hunter-Killers are standard grav-bikes armed with nose-mounted chain guns, capable of causing real damage. Tornados are long-range, heavy support models, armed with Mini-MLRS systems capable of being upgraded with SPOMM controlled phase tracking software. The final type is the Sentinel, which is lightly armed, but can use its sophisticated Phase Field Generator equipment to paint targets with a phase signature, allowing weapon systems operating on the network frequency to "lock-on".

AS	SH	ST	T	W	CO	S2	MV
4	4	4	5	2	5	4	9

Structure: Squad
Unit Size: 1-6
You may include a maximum of 1 support model for every 2 other models

Troop Type	Equipment	Fire Arc	No./Unit	Cost
Hunter-Killer	Mounted Chain Gun Autopistol	Extended Front (180)	1-6	80
Tornado	Mini-MLRS Linked Pulse Rifles Autopistol	Front	0-1	125(s)
Sentinel	Phase Field Generator Linked Pulse Rifles Autopistol	Front	0-1	80(s)
Alpha	Mounted Chain Gun Autopistol	Extended Front (180)	0-1	82

Special Rules

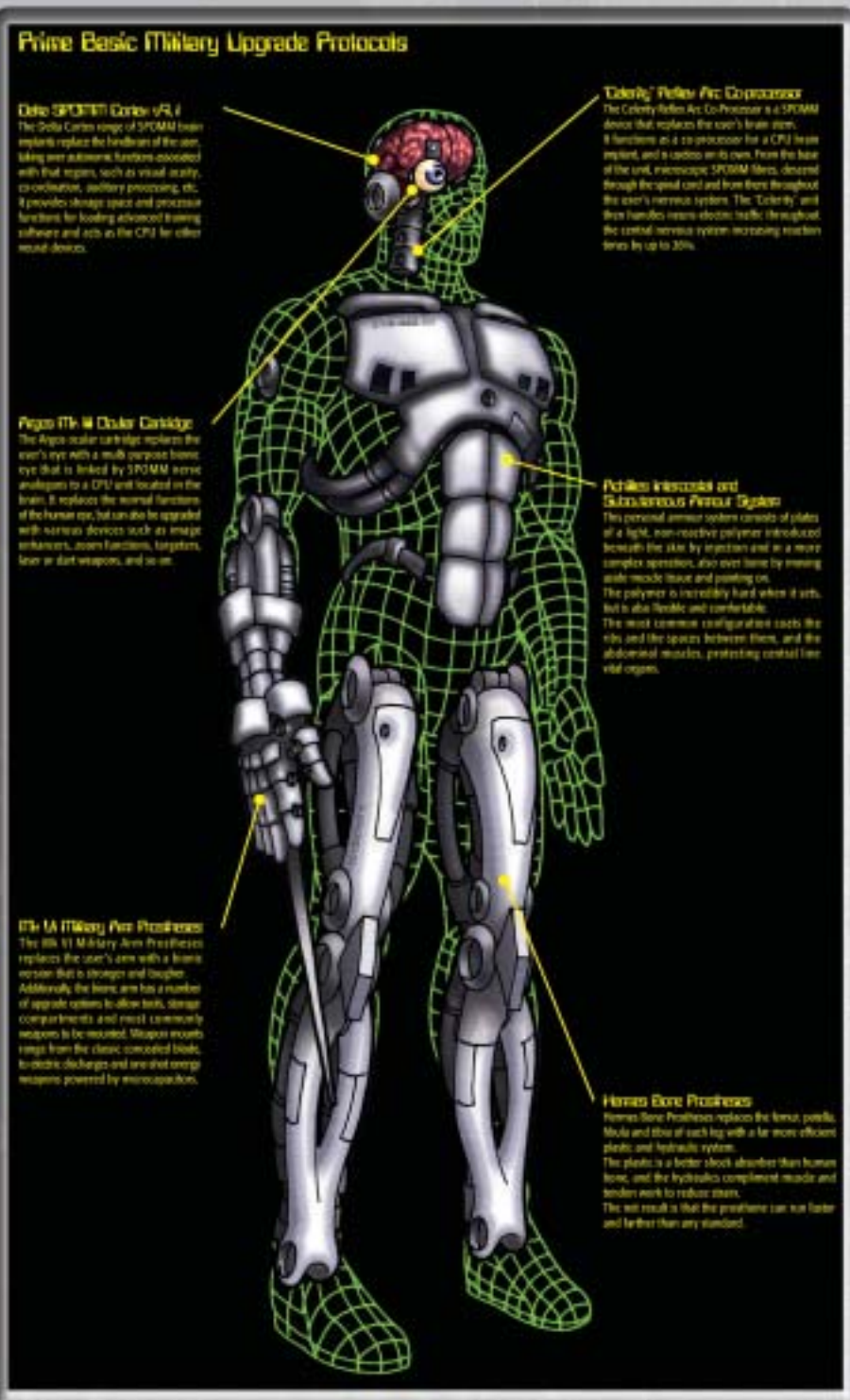
All: In close combat pilots fight using their Autopistols.
Tornado: Tactical Awareness. The Tornado can fire either its Mini-MLRS or its Linked Pulse Rifles, but not both weapons at the same time
Sentinel: Tactical Awareness. The Sentinel can fire either its Phase Field Generator or its Linked Pulse Rifles, but not both weapons at the same time
Alpha*: Tactical Awareness, High Morale (+1) or Strategy (+1)
*Alphas choose either High Morale or Strategy when you fill in your roster
Series 2000 Grav Bikes cannot evade.
Models making rear attacks in close combat on grav bikes get +1 to hit.
Because of their grav drives, grav bikes suffer no movement penalties over rough terrain and can avoid obstacles of up to 3 inches in height.
The model can make 1 turn for every 2 inches moved
The Tornado can purchase 'Target Locking' at an additional cost of +15 points. See Target Acquisition rules in the Special Rules section.

Hunter-Killer 2000 Series Grav Bike

Hunter-Killer 2000 Series Grav Bike

Sentinel 2000 Series Grav Bike

Tornado 2000 Series Grav Bike


Prime Basic Military Upgrade Protocols
Delta SPOMM Cortex v5.4
The Delta Cortex range of SPOMM brain implants replace the hindbrain of the user, taking over autonomic functions associated with that region, such as visual acuity, co-ordination, auditory processing, etc. It provides storage space and processor functions for loading advanced training software and acts as the CPU for other neural devices.
'Celerity' Reflex Arc Co-processor
The Celerity Reflex Arc Co-Processor is a SPOMM device that replaces the user's brain stem. It functions as a co-processor for a CPU brain implant, and a cortex on its own. From the base of the unit, microscopic SPOMM fibres, descend through the spinal cord and from there throughout the user's nervous system. The 'Celerity' unit then handles neuro-electric traffic throughout the central nervous system increasing reaction times by up to 30%.
Argus Mk III Ocular Cartridge
The Argus ocular cartridge replaces the user's eye with a multi purpose bionic eye that is linked by SPOMM nerve analogues to a CPU unit located in the brain. It replaces the normal functions of the human eye, but can also be upgraded with numerous devices such as image enhancers, zoom functions, targeters, laser or dart weapons, and so on.
Achilles Intercostal and Subcutaneous Armour System
This personal armour system consists of plates of a light, non-reactive polymer introduced beneath the skin by injections and in a more complex operation, also over bone by moving aside muscle tissue and pinning on.
The polymer is incredibly hard when it sets, but is also flexible and comfortable.
The most common configuration coats the ribs and the spaces between them, and the abdominal muscles, protecting central but vital organs.
Mk VA Military Arm Prosthesis
The Mk VI Military Arm Prosthesis replaces the user's arm with a bionic version that is stronger and tougher. Additionally, the bionic arm has a number of upgrade options to allow tools, storage compartments and most commonly weapons to be mounted. Weapon mounts range from the classic concealed blade, to electric discharges and one shot energy weapons powered by microcapacitors.
Hermes Bone Prosthesis
Hermes Bone Prosthesis replaces the femur, patella, fibula and tibia of each leg with a far more efficient plastic and hydraulic system.
The plastic is a better shock absorber than human bone, and the hydraulics complement muscle and tendon work to reduce strain.
The net result is that the prosthene can run faster and further than any standard.

Prosthene Marines

Prosthene Marines are professional Syntha soldiers. Their skill and commitment to serving the collective in a military fashion has earned them significant cybernetic or biotech upgrades. Prosthene marines are placed in squads according to their type of upgrade, thus creating specialist tactical units based on their particular technology. So for example, a squad made up of troops with weapon implants such as retractable fist blades, short-range ocular lasers, and so forth are good shock troops.

AS	SH	ST	T	W	CO	S2	MV
4	4	4	4	1	5	2	4

Structure: Squad
Unit Size: 4-10
You may include a maximum of 1 Support model for every 3 other models.

Troop Type	Equipment	No./Unit	Cost
Marine	Gauss Rifle	4-10	17
Missile Launcher	Guided Missile Launcher		
	Autopistol	0-1	55 (s)
Targeteer	Phase Signaller		
	Autopistol	0-1	18 (s)
Alpha	Gauss Rifle	0-1	19

Special Rules

Models armed with Gauss Rifles: You may upgrade to a Pulse Rifle for +3 points. You may mix pulse rifles and gauss rifles in the same squad

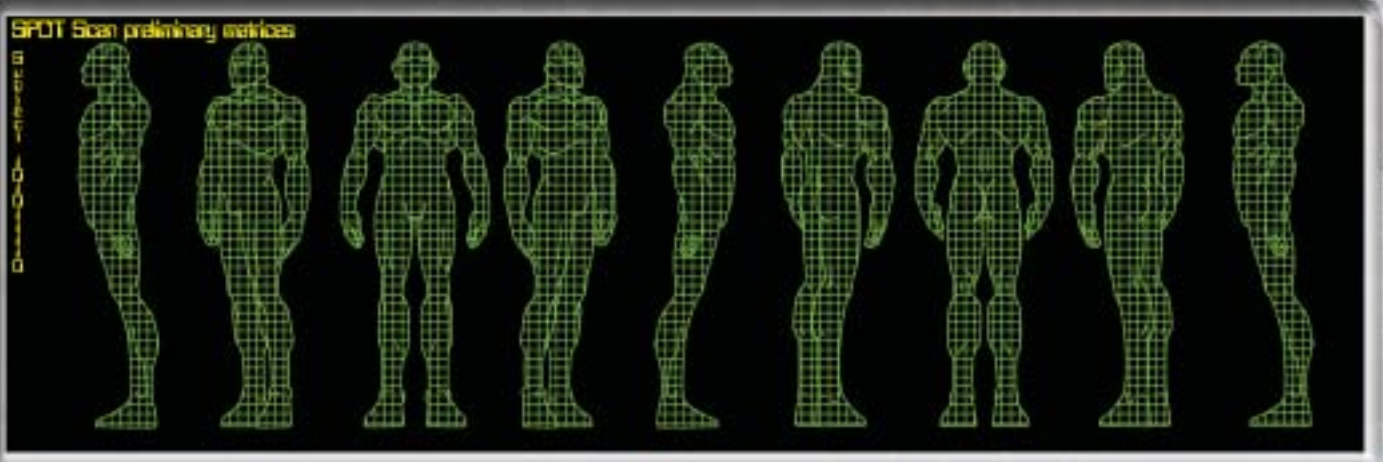
Missile Launcher: Tactical Awareness. The Missile Launcher can purchase target locking at an additional cost of +15 points. See Target Acquisition rules in the Special Rules section.

Prosthene Spotter: Tactical Awareness, Target Acquisition

Alpha*: Tactical Awareness, High Morale (+1) or Strategy (+1)
*Alphas choose either High Morale or Strategy when you fill in your roster

When you create a squad of Prosthenes you must purchase one Prosthene enhancement from the following table. The enhancement affects the whole unit and the cost must be paid for each model in the squad.

Enhancement	Effect	Cost/model
Body Weapon Implants	To Hit +1 /Dam ST+1 All models considered to carry a combat blade	3
SPOMM-linked target enhancer	+1 SH	3
Armour Plating	+1 T	3
Bionic Legs	+1 MV	6
Wired Reflexes	The unit now has the 'Dodge' special rule	10
Mimetic Light Dispersal Armour	The unit now has the 'Camouflage' special rule	8



Biomechs

Biomechs, short for biomechanoids, are the most advanced cybernetic organisms in the Syntha army. In battle the biomechs are frightening foes, capable of superhuman feats that challenge the skills of even VASA's mystical Void Knights. The biomechs may look human, but they're far from it. To create them, SPOMM nanocircuitry is inserted into human cell nuclei, and the embryo nurtured in a Prime Obsidian rich nutrient solution, where the element actually replaces carbon atoms when genes manufacture proteins. The procedure is extremely difficult to control though, and creates unviable clones for the most part. Outside sources estimate that only about 1 in 10,000 batches yields a functional biomechanoid. Until recently the only declassified Biomech was Xiao 3.14 Pi, but the Syntha have since been forced to admit that others exist.

Delta (Δ) Biomech

AS	SH	ST	T	W	CO	S2	MV
5	4	5	5	1	5	2	4

Sigma (Σ) Biomech

AS	SH	ST	T	W	CO	S2	MV
5	5	5	5	2	6	2	4

Omega (Ω) Biomech

AS	SH	ST	T	W	CO	S2	MV
5	5	5	6	2	7	2	4

Structure: Individual

You may add a Biomech to any of the following units, using the same buying criteria as Alphas: Assault Androsynths, Tactical Androsynths, Standard Marines, Prosthene Marines.

Troop Type	Equipment	No./Unit	Cost
Delta (Δ) Biomech	Plasma Blaster Combat Blade	1	48
Sigma (Σ) Biomech	Plasma Blaster Combat Blade	1	72
Omega (Ω) Biomech	Plasma Blaster Combat Blade	1	97

Special Rules

All: Tactical Awareness, Dodge

Delta (Δ) Biomech: Biomechanics 1.

Sigma (Σ) Biomech: Strike First, Biomechanics 2.

Omega (Ω) Biomech: Strike First, Fast, Biomechanics 3.

Neura

Neura is a Syntha military wetwork specialist, which in plain speak means she is an assassin. She initially did military service as a standard marine, and before long her prodigious shooting talent got her on a sharpshooter course with the prosthene marines, where she excelled. Her commanding officers saw to it that she was fitted with SPOMM microcircuits to carry additional targeting software and archives on counter-surveillance techniques. Neura often receives solo missions from secret services to take out 'such and such' the diplomat or 'so and so' the warlord, but mostly supports the marines on the battlefield with her superb sniping capabilities.

AS	SH	ST	T	W	CO	S2	MV
4	6	4	5	2	6	2	4

Structure: Individual

An army cannot contain more than one Neura.

You may add Neura to a unit of Standard or Prosthene Marines by using the same buying criteria as Alphas

Troop Type	Equipment	No./Unit	Cost
Neura	Sniper Rifle Combat Blade	1	56

Special Rules

Sniper, Marksman, Stealth

Doctor Omega

Zander Omega is a military androsynth programmer and expert on the strategic use of AIs. After a brilliant career on the Syntha research and development colony of Illuminatus-Weishaupt L3, which took him to the top of the commercial market in labour saving robotics, he was sought out by the military. Nowadays he accompanies AIs into combat, relaying orders to them at lightning speed. His brain is augmented with various prime obsidian processors to facilitate this, and he has been programmed with state of the art soldiering and marksmanship software that enables him to defend himself. Always a loner, and somewhat obsessed with war, Omega is perfectly at home in the midst of the carnage.

AS	SH	ST	T	W	CO	S2	MV
4	6	4	5	2	6	2	4

Structure: Individual.

An army cannot contain more than one Doctor Omega.

You may add Doctor Omega to a Unit of Androsynths or Teratosynths by using the same buying criteria as Alphas.

Troop Type	Equipment	No./Unit	Cost
Doctor Omega	Gauss Rifle 2 Plasma Blasters	1	51

Special Rules

Multiple Shots (x2), Marksman, Tactical Awareness, Strategy (+1)

Each turn one unit of androsynths within Doctor Omega's LOS may ignore the limitations of their SPOMMs and operate as a normal unit.

Node: The Athanor Closed Communiqué to Prime-21:16:41hrs
Biomechanoid Clone Yields... New research indicates that using a blend of prime-obsidian and carbon based nutrients can regulate errors in the coding of gene sequences containing prime obsidian atoms... the biomech strain is weakened but the yield increased

Doctor Omega

Codename: Warmachine

Neura

Xiao 3.14 Pi

Xiao 3.14 Pi

Xiao 3.14 Pi is the original biomechanoid. For some time Syntha scientists were unable to recreate the conditions that led to her being, but through dogged perseverance and a total disregard for critics claiming their experiments amounted to human vivisection, more like her have made their way onto the battlefields of Draconis Alba. Pi is a superb martial artist and has specialised in close combat tactics, maturing in an unusual fashion for a bio-mechanoid. Most biomechanoids develop in a predictable way, but nothing is assured with this nascent science. Because she was the first, and is thus iconic in the minds of the Syntha, her presence has a heartening effect on the otherwise cold and lacklustre warriors of Prime.

AS	SH	ST	T	W	CO	S2	MV
6	4	5	5	2	6	2	4

Structure: Individual.
An army cannot contain more than one Pi.
You may add Pi to any of the following units, using the same buying criteria as Alphas: Assault Androsynths, Tactical Androsynths, Standard Marines, Prosthene Marines.

Troop Type	Equipment	No./Unit	Cost
Pi	Gauss Rifle Plasma Blaster Combat Blade	1	73

Special Rules
Tactical Awareness, Strike First, Fast, Dodge, Lethal Strike (x1), Inspiring, Biomechanics 3: Endocrine Surge; Hyperadrenal Boost; N-Ray Vision

Codename: Warmachine

Codename: Warmachine is a massively modified prosthene, probably the most profoundly cybernetically enhanced human currently in the Syntha army. Warmachine used to be an ace grav-bike pilot with scores of confirmed kills to his name. A direct hit to the drive system of his vehicle during an assault on a rebel colony didn't leave much of him for the surgeons to work on though, and put an end to his career. With his brain already spider-webbed by SPOMM piloting software, Syntha cybertechnicians managed to save Warmachine by integrating his remains with a modified Teratosynth chassis. Warmachine has not taken well to the radical prostheses of his body though, and has developed a degree of psychosis as a result. Nevertheless, Prime has him controlled with on board drug dispensers, channelling his rage and aggression into constructive mayhem for the good of the collective. In battle he is a terrible foe, spraying death left and right with his heavy grape guns.

AS	SH	ST	T	W	CO	S2	MV
6	3	6	7	3	6	3	4

Structure: Individual
An army cannot contain more than one Codename: Warmachine.
You may add Warmachine to a Unit of Teratosynths by using the same buying criteria as Alphas

Troop Type	Equipment	No./Unit	Cost
Warmachine	2 Heavy Grape Guns	1	81

Special Rules
Fearless, Immune to Panic, Tactical Awareness, Shock Trooper, Multiple Shots (x2)

Diogene Theta

Diogene Theta is a prosthene pilot. Her accomplishments as a combat driver has brought her to the attention of Prime's military R&D nodes, so she now tests prototype piloted grav-vehicles. The version Diogene is currently trying out is a standard Series 2000 model, but has a built in Negatron shielding unit. If tests indicate that the extra resource allocation and on board power requirements involved in manufacturing these vehicles are justified on the battlefield, Prime may authorise Series 2001 bikes with shield units-a frightening prospect for other powers.

AS	SH	ST	T	W	CO	S2	MV
5	5	4	5	2	6	4	9

Structure: Individual
An army cannot contain more than one Diogene Theta.
You may add Diogene Theta to a unit of Series 2000 grav bikes by using the same buying criteria as Alphas

Troop Type	Equipment	Fire Arc	No./Unit	Cost
Diogene Theta	Mounted Chain Gun Plasma Blaster	Extended Front (180)	1	118

Special Rules
Tactical Awareness, Heavy Armour 3, Strategy (+2)
In close combat Diogene Theta fights using her Plasma Blaster.
Diogene Theta cannot evade.
Models making rear attacks in close combat on Diogene Theta get +1 to hit.
Because of the bike's grav drive, Diogene Theta suffers no movement penalties over rough terrain and can avoid obstacles of up to 3 inches in height.
Diogene Theta can make 1 turn for every 2 inches moved

4.97 Alpha

4.97 Alpha is another unusual biomech, having developed his own set of abilities quite different to that of other biomechs. Alpha came out of his growth vat, and as soon as he was allowed into a Syntha armoury, he selected a mini-MLRS unit scheduled for Teratosynth mounting. This was modified to fit over his arm, and once in place, his own tissues grew throughout the weapon, fusing it in place. SPOT scans (Synapsed Prime Obsidian Tomography) recently revealed that Alpha's arm no longer exists, having fully integrated with the weapon. In combat he is a formidable opponent with his heavy weapon, and unlike other biomechs who have superb reflexes to avoid being hit, Alpha simply ploughs on regardless of damage.

AS	SH	ST	T	W	CO	S2	MV
5	5	6	6	2	6	2	4

Structure: Individual
You may add 4.97 Alpha to any of the following units, using the same buying criteria as Alphas: Assault Androsynths, Tactical Androsynths, Standard Marines, Prosthene Marines.

Troop Type	Equipment	No./Unit	Cost
4.97 Alpha	Mini-MLRS Combat Blade	1	99

Special Rules
Tactical Awareness, Dodge*, Biomechanics 2: Regenerate; N-Ray Vision, Lethal Strike (x2), Immune to Panic
4.97 Alpha can purchase target locking at an additional cost of +10 points. See Target Acquisition rules in the Special Rules section
*Alpha doesn't get out of the way, but simply ignores injuries that would put other troops down if he makes his command test.

Cyclops Grav Assault Tank

Cyclops grav tanks are SPOMM controlled tanks. All of the three variants of the Cyclops are able troop carriers, but their main battle function is providing heavy firepower. The Kallista Cyclops has an under-mounted Proteus cannon, making it a devastating opponent at close quarters. The Nemesis and Hades boast turret-mounted heavy weapons for long-range support-anti-armour in the case of the Nemesis, and anti-personnel for the Hades. Cyclops grav tanks are fairly cutting edge pieces of hardware, their advanced neural net SPOMM being capable of running all the functions of a normal vehicle crew, in almost as efficient a fashion.

AS	SH	ST	T	W	CO	S2	MV
4	4	6	6	4	5	6	6

Structure: Individual

Troop Type	Equipment	Fire Arc	No./Unit	Cost
Cyclops	Linked Pulse Rifles	Front	0-1	55

You must also buy one only of the following primary weapon systems:

Tank Variant	Primary Weapon	Fire Arc	Cost
Kallista	Proteus Cannon	Front	+52
Nemesis	Starfire Cannon	All	+60
Hades	MLRS	All	+77

Special Rules
All: Tactical Awareness, Immune to Panic, Fearless, Heavy Armour 5, Lethal Strike (x3), SPOMM II, Troop Carrier 8(2)
The Cyclops may make 1 turn for every 3 inches moved.
In close combat the Cyclops tries to run over its opponents. (To Hit +0, DAM ST+0)
Models attacking the Cyclops from behind in close combat receive a +2 bonus on their 'To Hit' rolls, and a +1 bonus if attacking from the left or right flank.
Because of their grav drives, grav tanks suffer no movement penalties over rough terrain and can avoid obstacles of up to 3 inches in height.
The Cyclops may not evade.
When the Cyclops shoots it can fire both of its weapons at the same time, and at different targets (provided they're both still functioning and it can pass its tactical awareness check).
The Hades variant can purchase 'Target-Locking' at an additional cost of +25 points.

Damage Table

1d10	Result
1-5	No Additional Damage
6	Primary Weapon Damaged: Each time you wish to fire the weapon, roll a D10. On a 1-5 it cannot fire this turn. On a 6-10 it can fire as normal. A second hit on a weapon destroys it.
7	Pulse Rifles Damaged: Each time you wish to fire the weapon, roll a D10. On a 1-5 it cannot fire this turn. On a 6-10 it can fire as normal. A second hit on a weapon destroys it.
8	Grav-Drive Damaged. Each time you wish to move the Cyclops roll a d10. On a 1-5 the engine stalls and it cannot move this turn. On a 6-10 it can move as normal. A second hit to this location breaches the graviton engine, destroying the Cyclops and all passengers. Place the large explosion template over the vehicle, and all models covered by it suffer a Dam 6 hit.
9	Passenger Killed: a random passenger is killed, remove the model from the squad. If there are no passengers count this result as an 8.
10	SPOMM Damaged: A first hit in this location results in the vehicle being unable to move and fire during the same turn, the second effectively destroys it. Remove the model from play. Any passengers should be disembarked before removing the model.

Node: Helio Closed
Communiqué to Echo 9
(CC Prime)–
02:45:28hrs
Forwarding data for cross analysis...
Have subjected bioelectric organs of Phazon subject to rigorous testing procedures... See attached files containing full report

Gamma (γ) Psyche Internal Security Mora

Gamma Psyche are a widespread force throughout Syntha space, and are concerned with matters of Prime security with specific regard to mutant infiltration. Since VASA became much more draconian in its efforts to stamp out the mutant cults sweeping through Pan-Humanic space, the secretive Syntha have instituted an anti-mutant force to deal with these matters on their own colonies, before VASA gets involved.

Prime network epireme
Phase 6.00 Data Implant
You are no more than a potential. The collective has come on a long way from mere Homo sapiens–know this however. The Collective is perfect–you are not. Even within your own lifetime, it is conceivable that the Collective will make changes to you that bring you significantly closer to perfection. The imperfect nature of unruly flesh and the failure of machines to grasp intuition and vision are our challenges for the future. They are the obstacles in our path. In time the Collective will remove these obstacles.

Cyclops battle tanks

Type: Cyclops Light Battle Tank
Weight: 15 Tonnes
Armour: Reactive Titanium/Metanylon Alloy
Standard Ordnance: Linked 25 Gigawatt Pulse Laser Rifles
Engine: Chronos Grade Graviton Generator
AI: 3rd Gen Googoplectic Prime Obsidian Matrix

Variant: Nemesis
Primary Weapon: Fluid Plasma Bolt 'Starfire' Cannon
Cell/Ammunition: Heliosphere Cold Fusion Tank
Manufactured On: Demeter
Designation Code: Φ 10001011101

Variant: Kallista
Primary Weapon: Compact Zero Point Field Generator 'Proteus Cannon'
Cell/Ammunition: Standard T-Cell
Manufactured On: Kore
Designation Code: Ω 10111010100

Variant: Hades
Primary Weapon: Firefly Multiple Launch Rocket System
Cell/Ammunition: Self-Targeting 130mm Fragmentation Rockets
Manufactured On: Persephone
Designation Code: π 00111010001

Special Rules

Biomechanics

Models with biomechanics have an altered molecular structure, in which prime obsidian has partially replaced carbon in their body chemistry. Microcircuits inform the genes how to build tissues, making these units true human/machine hybrids that are capable of extraordinary feats beyond the abilities of standards and prosthenes.

The following rule applies to choosing Biomechanics abilities:

- Models may choose a number of biomechanics abilities equal to the number listed next to their biomechanics skill

The following rules apply to using biomechanics abilities:

- A model may only use one biomechanics ability per turn
- To use a biomechanics ability make a CD test. If it's successful apply the effect listed for the ability, if it fails the model cannot do anything else in that phase
- The biomechanics ability profile will tell the user when it can be used. Using the power effectively replaces any other action that the model could take during that part of the order sequence, whether or not it is successfully used.
- Any biomechanics abilities that have ongoing effects requiring the placement of markers run out at the end of the game turn. Markers are removed as usual during the marker phase of the following turn.

See the biomechanics ability list for details of individual abilities.

Camouflage

Models with this special rule usually have a combination of training and cammo gear, some of which can be incredibly high tech and expensive mimetic light dispersal fibres used by covert ops troops. Models with this special rule are always considered to be out of LOS beyond medium range of troops wishing to fire on them, and always receive a +1 bonus to cover saves on account of how difficult they are to target. Only individuals can use this rule, or squads where all troops have the ability.

Dodge

Models with this skill are preternaturally aware or quick, even to the extent of avoiding bullets. Each time they suffer damage, for whatever reason, they can make a CD test, if successful they don't take any damage.

Fast

Some models are capable of fantastic bursts of speed that allow them to temporarily move a lot faster than their normal movement rate. Models with this special rule move up to 1.5 times their MV stat when charging, closing or rushing. So for example a model with MV 4 could move up to 6 inches on a charge move, or indeed in any of the other cases listed here.

Fearless

Models with this special rule can be exceptionally brave, without emotion, or are so hideous themselves that other things don't scare them. Fearless models are immune to the effects of the Terrifying special rule.

Heavy Armour

Some models like armoured vehicles and large monsters are so heavily armoured that they are very difficult to damage with normal weaponry. Attackers need special armour piercing weapons in order to have a reasonable chance of causing damage to these models. Models with this special rule gain a d10 'heavy armour save' that can negate damage they have suffered.

When a model has this special rule it will be stated as 'Heavy Armour 4', or 'Heavy Armour 7' etc. The number is a positive modifier to the d10 heavy armour saving roll, for example heavy armour 6 adds +6 to the d10 heavy armour save. The following rule applies.

- Heavy Armour Save: If a model with heavy armour receives wounds, roll 1d10 per wound, adding the indicated modifier. On a score of 10+ the wound is ignored and the model suffers no harm.

High Morale

Models with this special rule are more steadfast than others and less likely to panic or take fright. High Morale is expressed on the profile as a number that is added to the dice roll when a unit makes a morale check. The modifier used is always the highest one in the unit, so for example if all members of a unit have High Morale (+1) and the Sergeant has High Morale (+2), you would use the +2 modifier when making a morale check.

Immune to Panic

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore don't need to make any morale checks that would result in panic if failed.

Inspiring

Models with this special ability have a positive effect on the morale of nearby units. Units within 6 inches and LOS of inspiring models can re-roll failed morale checks. They only get to re-roll once per test and must abide by the result of the second dice roll.

Lethal Strike

A model with this special rule can cause severe damage when using melee weapons in close combat. This could be because of its equipment, its training or its sheer bulk and power.

This is shown as a damage multiplier on the profile, for example Lethal Strike (x1), Lethal Strike (x2) etc. The number shows how many extra damage dice you should roll in addition to the normal number for the weapon the model is using. For example if a model has Lethal Strike (x1) and attacks with a Combat Blade (dam ST+0), it would roll 2 damage dice for each hit scored in close combat.

Marksman

Some models are expert at pinpointing and hitting vulnerable points on a target. When these models successfully hit a target with a ranged weapon roll one extra dam dice for every 2 clear points that the shooting test was passed by. For example a Marksman armed with a Sniper Rifle fires at a short-range target. They need 6+ to hit and get a modifier of +2 for the weapon; there are no other modifiers. The dice roll is a very respectable 8 and 2 is added to this for the Sniper Rifle's range modifier, giving a total of 10. This is 4 clear points over the required total of 6, so three damage dice are rolled (2 extra for the 4 clear points).

Multiple Attacks

Models with this special rule make multiple attacks in close combat. So for instance a model that has Multiple Attacks (x2) listed in the special rules section of its profile will attack twice in close combat. Multiple Attacks can be used to engage more than one close combat opponent.

Multiple Shots

Models with this special rule can shoot more than once during the shooting phase. So for instance a model that has Multiple Shots (x2) listed in the special rules section of its profile will shoot twice. Multiple Shots can be used to fire on more than one target. This ability can only be used with 1-handed missile weapons, such as blasters or autopistols.

Shock Trooper

Models with this special rule are particularly effective when storming enemy positions and engaging in close combat. They receive a bonus of +1 to hit and +1 to dam when charging or counter-charging. This is in addition to any other bonuses they might have to the attack.

Sniper

Some models are trained to pick out important targets, assassinating key members of the enemy forces and causing maximum disruption with their choice of victims. If a model with the Sniper special rule doesn't move then it can make a CD test to ignore the normal target priority rules. If the test is passed then they can shoot at ANY model within range and LOS.

SPOMM

Units with this special rule are artificial intelligences equipped with Synapsized Prime-Obsidian Matrix Minds (SPOMMs). SPOMMs are AI brains that are pre-programmed to perform certain functions. The common battlefield versions have sensors that allow them to accurately identify potential threats within a fairly limited scanning radius all around them. At distances longer than this they can still sense the enemy (like unidentified blips on a radar screen), but do not get enough information from their sensors to allow them to decide on appropriate action. There are currently three common grades of standard military SPOMM. The higher the grade the more powerful its sensors and the longer its scanning radius. The three grades and their scanning ranges are shown below.

- Grade I SPOMMs have a scanning radius equal to the short range band.
- Grade II SPOMMs have a scanning radius equal to the medium range band.
- Grade III SPOMMs have a scanning radius equal to the long range band.

When a unit with this special rule is activated first check to see whether there are any enemy units within the scanning radius of the highest grade SPOMM in the unit. Note that they don't have to be in LOS, just within the scanning range. If there are any enemy units within scanning range you may make the unit carry out any orders you wish, just like any normal unit. If there are no enemy units within scanning range the following rule applies.

- The unit must make a full move towards the nearest enemy unit on the battlefield (it doesn't need LOS to it), taking the quickest and most direct rout. The move can be a normal move or a rush move and the unit will avoid impassable and hazardous terrain. If its move brings it within scanning range of an enemy unit it can complete its turn, carrying out any available orders, just as a normal unit would. If not then at the moves completion its turn is ended.

Finally, if the SPOMM unit is lead by an individual that does not have SPOMM limitations, then the unit does not suffer them until that individual is removed from battle.

Stealth

Models with stealth are even better at avoiding being seen than models with camouflage. In addition to the normal +1 cover save enjoyed by camouflaged models, models with stealth are considered as being out of LOS for enemy models beyond short range.

If the model makes an aggressive action (charging or shooting at an enemy model) it gives its position away and can be targeted as usual.

Strategy

Models with strategy have a good grasp of battlefield conditions, likely movements of enemy units and threat assessment. Whenever the model, or the unit it is with, has to make a command check, add the Strategy value to the dice roll.

Strike First

Models with this special rule have superior reactions and close combat training. In close combat they always resolve their attack(s) first, and if their opponent is killed then it may not have its usual return attack.

Tactical Awareness

Models with this special rule can attempt to ignore their normal target priorities. Before the unit shoots make a CD check for the model. The results of the check vary depending on whether the checking model is a squad leader (a sergeant for example) or individual, or a support model within a squad. Note that if a squad contains both a squad leader and one or more individuals you can make a separate check for each model individually if you wish. The following rules apply.

- Squad leaders and individuals: If the check is passed the entire unit may ignore normal target priorities and may shoot at any enemy unit of the owning players' choice. As with normal shooting all members of the unit must still fire at the same target unit. If the check is failed, then the unit hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.
- Support (S): If the CD check is passed the support model may ignore normal target priorities and can instead shoot at any unit of its choice, firing at a different target unit than its fellow squad members if the owning player so wishes. If the check is failed, then the support model hesitates and is momentarily confused. It cannot carry out its shoot orders this turn.

Target Acquisition

Some units are designated spotters and carry sophisticated target acquisition devices, which allow shots from weapons networked to their particular frequency to home in on targets. Once a target has been painted it will show up on the target recognition systems of weapons with 'target-locking' capability (See Army List Section for details of troops that can purchase this upgrade). The following rules apply to target acquisition:

- The targeting systems used by spotters count as ranged weapons in their own right, and are included in the Armoury Section. All the normal rules for firing apply to them.
- If a spotter scores a hit with their targeting device, place a counter next to the affected unit
- Remove this counter either at the next counter phase, or if the targeted unit is destroyed

Once a unit is painted in this way, models that have purchased 'target-locking' for their weapons can take advantage as follows:

- The model can fire at a painted unit as if it were in LOS and To Hit 0 regardless of size modifiers- providing the target is within range of the weapon used
- Models firing in this way still incur a -1 To Hit penalty if they move before shooting
- If the target takes cover after it has been painted, for example ducking into a bunker or getting under the cover of trees, appropriate cover saves apply as normal

Troop Carrier

Many vehicles and their alien equivalents can transport troops across the battlefield, quickly delivering them to where they're needed and providing the protection of their (usually) better armour. The first number indicates the maximum number of models that may be in the troop carrier at any one time and the number in brackets indicates the maximum size of those units. When using troop carriers the following rules apply:

- Troop carriers can be deployed at the start of the game with units inside them. Mark the presence of such units on the carrier's record sheet
- Troop carriers must transport either all or none of a unit. They cannot transport partial units
- Enemy models may not enter troop carriers
- Once aboard a troop carrier, passengers are effectively part of the vehicle and can be affected by results on its damage table

The following rules apply to embarking and disembarking:

- During the movement phase of their turn, friendly models that can reach base-to-base contact with the troop carrier may board it.
- During the troop carrier's turn passengers can disembark at the beginning or end of any part of the carrier's order sequence except assault. They should be placed in the rear or flank arcs of the troop carrier and within 4 inches of it
- Disembarking passengers may do nothing else during the current game turn and count as being on hold

Biomechanics

Biomechanics are superhuman abilities possessed by the prime-obsidian based life forms created by Syntha technicians. Human clone embryos are spliced with SPOMM circuitry and grown in prime obsidian nutrient solutions to create the ultimate man/machine hybrids.
Each individual power lists how and when to use it.

Endocrine Surge

Biomechs with this ability can temporarily flood their own nervous systems with aggression stimulating compounds. These compounds are produced in glands new to human biology, called Tisiphone Glands.
Order: Assault
Effect: If successful, the model may make their normal charge move and close combat attacks plus a number of additional close assault attacks equal to its Biomechanics level.

N-ray vision

By concentrating, biomechs with this ability can look through any solid object to its internal structures. This allows them to pinpoint vital points and exploit them with a well-aimed shot.
Order: Shooting
Effect: If successful the model adds its Biomechanics level, as a damage multiplier, to its ranged weapon's DAM stat.

Regenerate

Biomechs with this ability have evolved the means to almost instantly repair their own tissues. Prime obsidian platelets that make up a large volume of the biomechs' blood flock to the damage site and organise new tissue structures based on a blueprint held in their nanocircuits.
Order: Move
Effect: If successful the model recovers 1 wound

Hyperadrenal Boost

Biomechs with this ability have developed modified adrenal glands, which act partly as batteries too. When activated, they induce a massive electrical boost in prime obsidian circuitry as well as chemical stimulation to the organic components of their muscles.
Order: Move
Effect: If successful the model moves normally, but adds double his or her Biomechanics level to their move. This is added after other modifiers, e.g. Fast, Rush Move, etc.

AI Affinity

Biomechs with AI affinity can communicate with AI's exactly as if they were part of a SPOMM network. If the Biomech concentrates it can act as a node for nearby AI's effectively giving them the benefit of its human cognitive abilities.
Order: Hold
Effect: If successful a number of SPOMM units equal to the model's Biomechanics level can ignore their SPOMM limitations. Place counters next to the affected units to show their enhanced status.

Armoury

Improvised Weapons

Troops that are equipped solely with weapons with no close combat capabilities (for example the Syntha Plasma Cannon) must use improvised weapons in close combat. Gun butts, entrenching tools, sticks, stones, bare hands and natural weaponry can all be pressed into service when the action gets up close and personal.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+1 ST-1				

Type: 2 handed*, melee
Special Rules: *Although improvised weaponry may not literally be two handed, it represents the use of weapons that are not particularly efficient in close combat. As such they cannot be combined with another weapon in CC to give any bonuses, nor can a shield be used in conjunction with an improvised weapon.

Combat Blade

Combat blades are really anything that can be used to stab, slash, puncture or otherwise injure a close combat opponent. Swords, machetes and combat knives are examples of Combat Blades, and can prove an essential back up tool when confronted at close quarters or where stealth is required. Military grade combat blades tend to be incredibly hard, durable and sharp in order to penetrate modern armour and cope with possible exposure to corrosive climates.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
0 ST+0				

Type: 1 handed, melee
Special Rules: None

Autopistol

Autopistols are standard sidearms. They come in a bewildering variety of different models with different styles of ammunition ranging from old-fashioned brass-cased rounds to high-tech flechette sprayers, but they all perform pretty much the same function on a battlefield. Small enough to use in close combat and reasonably effective at short ranges, autopistols are a favourite of light assault troops, particularly when used in combination with combat blades.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+1 4	0 4			

Type: 1 handed
Special Rules: none
NB: this entry replaces the Autopistol entry found in the Void 1.1 Rulebook.

Negatron Shield

Negatron shields are the cutting edge of personal armour. They require a massive energy supply to use and so can only be attached to powered armour. They act just like any other shield, except the surface is covered in an anti-matter flux generated by a particle smasher rig in the back of the shield. Incoming projectiles can be literally disintegrated by the flux, significantly reducing the chance of the user being hit. Because of the destructive potential of this shield it can actually be used as a close combat weapon in its own right, though it is somewhat awkward.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-1 4				

Type: 1 handed
Special Rules: The shield gives good protection from frontal attack. It confers heavy armour 3 and a -1 mod to all d10 damage rolls caused by hits originating from within the users front facing.

Cestus

Cesti are massive mechanical gloves attached to Junkers' Exo-Suits and Assault Androsynths. Aptly named after an ancient gladiatorial weapon that consisted of a glove with an iron bar in it, and often spikes across the knuckles, the cestus is used for punching and crushing. A hydraulic ram in the wrist gives the user a killer punch, but the real damage is done when it grabs something. Capable of crumpling sheet steel like tissue paper, a cestus will mangle most things it can get a good grip on.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
0 6(xSP)				

Type: 1 handed, melee, armour piercing 3
Special Rules: The amount of penetrative damage the Cestus does depends on how good a grip it has on the target. For every 2 clear points that the 'to hit roll' is passed by add 1 to the Dam multiplier (always assume the base to be (x1)). A natural to hit roll of 10 always gives a (x3) Dam modifier.

Plasma Blaster

Plasma blasters are heavy energy pistols, and are very effective against personnel within their limited range bracket. They are relatively new weapons, representing an advance in the miniaturisation of plasma shielding and energy cell technology used in the much larger cannons carried by androsynths. Small enough to be employed in close combat, plasma blasters make excellent sidearms and are powerful enough to contend with the older, but still relatively rare, ion powered blasters carried by elite troops and officers in other armies.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
0 4(x2)	0 4(x2)			

Type: 1 Handed
Special Rules: None

Tesla Claw

Tesla Claws are heavy duty, anti-armour weapons employing advanced vibro-scythe technology. They can only be used in close combat and feature two or three extremely sharp blades attached to an electromagnetic flux generator. When the weapon powers up it creates an oscillating resonance field between the blades that can shatter solid objects - like holding a tuning fork held to a crystal decanter. Because of their size and power requirements, Tesla Claws can only be wielded by extremely heavy troops such as Teratosynths.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
OST+1(x3)				

Type: 1 handed, melee, armour piercing 4
Special Rules: None

Grape Gun

A grape gun is a bulky rotary barrelled cuff that fits on to the forearm of a power suit. It uses magnetic rail technology to fire a lethal shower of large ball bearings at an incredible rate of fire. It is very inaccurate beyond short range, but within that bracket it is one of the most devastating small arms around.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
0(x2) 5	0(x3) 5	-1 4		

Type: 1 handed
Special Rules: None

Phase Signaller

Phase Signallers are sophisticated targeting devices used to mark enemy targets for friendly guided missile systems. Resembling a bulky pistol, the device projects a phased energy beam, which changes the harmonic signature of whatever it hits. This beam bounces information about the target back to the device, and if the target is verified by a SPOMM database within the Phase Signaller, the altered harmonic frequency is broadcast to all weapons on the battlefield capable of locking on to targets. The phase signature only lasts a short time though, before the target's harmonic frequency falls back into its natural state.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+2 spec				

Type: 1 handed
Special Rules: Targets hit have a target acquisition counter placed on them (see the Special Rules section).

Gauss Rifle

Gauss Rifles are the favourite standard issue weapons of most armies across the galaxy. Effective up to medium range, they are hard-hitting and reasonably accurate. Gauss technology was an offshoot of VASA magnetic field research, and uses a so-called 'Gauss Field' to fire projectiles. The barrel of a gauss rifle contains a powerful magnetic rail, activated when the trigger is pulled. This lifts steel flechettes out of the magazine and accelerates them towards the target at hypersonic speed.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-1 5	0 5	0 5		

Type: 2 handed
Special Rules: None

Sniper Rifle

Sniper rifles are highly specialised long-range weapons that are lethal in the hands of a trained user. They fire self-propelled ammunition that requires the gun to have special shielding. Each round has a heat resistant steel tip with a solid fuel base that is activated by the powder, giving the weapon its massive effective range. Sniper rifles usually come with advanced scopes and imaging systems that require specialist knowledge to use to their full potential.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-1 5	+2 5	+1 5	0 4	-1 3

Type: 2 handed
Special Rules: None

Pulse Rifle

Pulse Rifles are high-energy laser (HEL) weapons. The battery pack required to generate a laser beam of sufficient intensity to burn a hole though an enemy at range is way too heavy for a standard to carry. For this reason only androsynths and prosthenes with reinforced spines and upper body muscles can carry these weapons into battle, the alternative being mounted pulse rifle systems. Although clearly an effective piece of ordnance, it is expensive and bulky so most armies don't bother with it. The Syntha however, with their regiments of tactical androsynths and prosthene marines, issue this weapon as standard.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-1 6	+1 6	0 6	-1 3	

Type: 2 handed
Special Rules: None

Chain Gun

Chain guns are squad support gauss weapons. Heavy weapons specialists carry them into battle, usually on some sort of gyro-stabilised rig to cope with the recoil and shaking. They are stripped down versions of vehicle and tripod mounted chain guns, and are somewhat less effective due to the lack of a stable firing platform. However, chain guns are devastating anti-personnel weapons within their effective range and can spray a hail of heavy flechettes at a considerably higher rate of fire than a basic gauss rifle.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
-2 6	+1 (x2) 6	0 5		

Type: 2 handed
Special Rules: None

Grenade Launcher

Grenade Launchers are indirect fire squad support weapons. They fire a spin-stabilised, 40mm high explosive fragmentation round in a parabolic arc. Grenade Launchers require a certain amount of specialist training to use since skill and judgement is needed to calculate the angle of trajectory, adjustments for wind, local gravity and the like. On board computers go some way towards alleviating this problem on certain models, but their information is no substitute for an experienced heavy weapons specialist.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
	0 5	-1 5	-2 5	

Type: 2 handed, indirect fire, ranged template weapon
Special Rules: Uses the small circular template

Rocket Launcher

Rocket Launchers are long-range anti-armour weapons deployed as squad support. Most consist of a missile or large rocket propelled warhead fired from a hollow, disposable tube. There are many targeting systems on the market including sophisticated target recognition software, echo location, wire guidance and laser targeting, but all are designed for hitting large targets. This makes them inherently inaccurate and therefore unsuitable for anti-personnel use.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
	-1 7(x3)	-2 7(x3)	-3 7(x3)	

Type: 2 handed, armour piercing 5
Special Rules: None

Guided Missile Launcher

Guided missile launchers are versatile heavy support weapons, capable of utilising a range of different ordnance. Standard rocket launchers fire an armour piercing RPG round in a straight line, direct to their target, but guided missile launchers can home in on targets out of sight, snaking missiles over intervening terrain and around obstacles to find their mark. A skilled operator can program each missile for a different tactical objective before launching it, so the missile can either be set to armour piercing for heavy targets or fragmentation for a number of smaller targets, or target-lock to mark enemy models for friendly guided weapon systems.

Armour Piercing Rounds

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
	-1 7(x3)	-2 7(x3)	-3 7(x3)	

Fragmentation Rounds

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
	0 5	-1 5	-2 5	

Target-Lock

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam
+1 spec	0 spec	-1 spec		

Type: 2 handed, Indirect Fire, Ranged Template Weapon*
Special Rules: Each time the weapon is fired the user should nominate which type of round is being used before any dice are rolled to hit.
*Fragmentation and Target-Lock rounds use the small circular template. Units touched by Target-Lock templates have a target acquisition counter placed on them (see Special Rules Section).

Flame Thrower

Flame Throwers are particularly unpleasant short range support weapons. They spray incendiary gel or liquid fuel in a curtain of searing fire. Advanced models use compounds that ignite on contact with the air, but most still have either an electrode or a pilot flame to set the fuel alight. They are particularly effective when used to hose down the interiors of bunkers or trenches, where enemy troops are packed in tight and have nowhere to run.

CC	Short	Medium	Long	Ext
Hit Dam	Hit Dam	Hit Dam	Hit Dam	Hit Dam

Type: 2 handed, directly placed template weapon, incendiary
Special Rules: Use the large teardrop shaped template. The weapon does 5 Dam.

Heavy Grape Gun

Heavy grape guns are of course larger, more powerful version of the grape guns that attach to power armour and androsynth chassis. More power fires heavier rounds at greater velocity with these weapons; the overall effect being that they have better stopping power compared to the smaller version, but are much bulkier. This means that heavy grape guns, although still considered small arms for the purposes of defining their role in combat, can only be mounted on vehicles or very heavy troops.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-1(x2)	6	0(x3)	6	-1	5				

Type: 1 handed
Special Rules: None

Heavy Pulse Rifle

Heavy pulse rifles are twin-barrelled versions of the laser ordnance carried by tactical androsynths. The twin barrels are longer, creating a more accurate and intense beam, and the power pack needed to generate the pulse is correspondingly larger. These weapons are primarily anti-personnel, but they've been manufactured with heavier troops in mind and are capable of felling most things. The sheer size of these weapons makes them unsuitable for any but the heaviest of troops to use.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
-2(x2)	7	+1	7	+1	7	0	4		

Type: 2 handed
Special Rules: None

Plasma Cannon

Plasma Cannons are hugely devastating anti-armour energy weapons. They are very large and bulky and can only effectively be used from some sort of mount. In fact, the only troops that commonly use plasma cannons are specially programmed tactical androsynths, who are big and strong enough to actually carry them. The plasma is formed in an electromagnetically shielded chamber, to prevent the weapon being disintegrated by its own ammunition. When the trigger is pulled some of the plasma is released and shot out of the barrel by a linear accelerator to engulf and melt the target on impact. Unfortunately due to the inherently unstable nature of plasma, the bolts fired by this weapon rapidly dissipate beyond medium range.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	8(x2)	-2	8(x2)				

Type: 2 handed, ranged template weapon, armour piercing 5
Special Rules: Use the small circular template

Mounted Chain Gun

Mounted chain guns are heavy support weapons that are devastating at any range. They can be belt, magazine or drum fed, and usually have more than one barrel. Common barrel configurations include rotary, four over four and quad. Mounted chain guns make excellent defensive weapons for teams in emplacements such as bunkers or trenches, but are also commonly mounted on vehicles for anti-personnel purposes.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		+1(x3)	6	+1(x2)	5	0	5	-1	5

Type: Mounted
Special Rules: None

Linked Pulse Rifles

Linked Pulse Rifles are light support weapons. They are relatively rare as primary weapons, falling into a middle ground category of not quite being true heavy weapons and not quite being squad support weapons, and as such they are mostly reserved for use on light vehicles that don't have the space or power resources to deploy anything bigger. Nevertheless, range and accuracy of linked pulse rifles make them an effective weapon in most situations, and they're often used as secondary weapons on heavier vehicles.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		+1(x2)	6	0(x2)	6	0	5	0	5

Type: Mounted
Special Rules: None

Prometheus 6 Plasma Projector

The Prometheus 6 is an awesome short-range anti-armour system. Manufactured exclusively by SolTech for the Syntha armed forces plasma projectors release a sustained burst of plasma, which rapidly expands before cooling and dissipating. Much cruder than the plasma cannon, the plasma is controlled by an EM field, which expands with the payload before breaking down when the effective range is exceeded. Because of their size, power requirements and shielding needed to protect the user, these weapons are only suitable for mounting on vehicles or large droids such as Teratosynths.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: 1 handed*, directly placed template weapon, armour piercing 4
Special Rules: Use the small teardrop shaped template. The weapon does 7(x2) Dam.
*Because of the highly dangerous fuel, this weapon cannot be used in close assault

Proteus Cannon

Proteus cannons are mounted, short-range anti-armour systems. They are miniature versions of the truly massive starship grade Proteus cannons, but when used for ground combat, in atmosphere and with gravity present, they have a very different effect. Instead of a long-range continuous beam, ground use proteus cannons produce a distinctive, elongated hourglass shaped energy field of relatively short range-this is a result of the distorting effects of atmosphere, magnetic fields and so on. The larger discharge is comprised of plasma, generated by passing energy through a zero point field. The smaller one is anti-matter venting, a dangerous, unstable by-product of the spontaneous plasma generation. These weapons can only be mounted on large vehicles or droids, due to their power and shielding requirements.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: Mounted, Directly placed template weapon
Special Rules: Use the large teardrop template, Dam 8(x2), Armour Piercing 6 placed over the main target. Also take the small teardrop template, and place the narrowest part of this so that it touches the rear of whatever it is mounted on, pointing in exactly the opposite direction to the large template. The small template does Dam 4.

Starfire Cannon

Starfire cannons are heavy plasma weapons used for long-range anti-armour support. They are essentially a macro version of the weapons carried by androsynths; and the larger power cells and fusion chambers make for a more destructive and more stable discharge of plasma. Often mounted in the turrets of tanks, or on fortifications, or as the primary weapons of Epsilon class interceptors, starfire cannons are certainly one of the most potent ground combat weapons available to any Pan-Humanic power.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	9(x2)	-2	8(x2)	-3	7		

Type: Mounted, Armour Piercing 5, Ranged Template Weapon
Special Rules: Use the small circular template.

Mini-MLRS

Mini-MLRS are indirect fire, anti-personnel support systems. They launch a cluster of small, independently targeted 'fire-and-forget' homing missiles at the target, which come down in a roughly circular pattern that devastates a wide area with their high explosive warheads. The mini-MLRS is a lighter version of the Multiple Launch Rocket Systems deployed on some vehicles and spacecraft. It is still much too bulky to be used by ordinary mortals, and is for the most part is only ever seen on Teratosynth support droids that are big enough to deploy it.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
		-1	6	-2	6	-3	6		

Type: Mounted, indirect fire, ranged template weapon
Special Rules: Uses the large, circular template

MLRS

MLRS are multiple launch rocket systems that fire clusters of high explosive homing missiles. These missiles can either be deployed on racks, multi-barrelled launchers, or as sub-munitions of a larger rocket that breaks apart mid-flight to release up to half a dozen independently targeting warheads. They are awesome long-range anti-personnel weapons, but have a significant safety limitation that prevents the missiles coming down within a certain radius of the launcher. MLRS are true heavy weapons systems and as such can only be mounted on a vehicle or fixed platform of some sort.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam
				-1	7	-2	7	-3	7

Type: Mounted, indirect fire, ranged template weapon
Special Rules: Uses the large, circular template

Phase Field Generator

Phase field generators are large, area effect target marking devices. Essentially these pieces of equipment are heavy-duty versions of the hand held phase signallers. Phase field generators project a cone of phase shifting radiation, processing the signatures of all matter within the cone. A SPOMM brain in the device then isolates viable targets from within the phase field and uploads their data to any networked weapon systems in the vicinity. Unfortunately, like their smaller counterparts, the altered phase signature wears off.

CC		Short		Medium		Long		Ext	
Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam	Hit	Dam

Type: Mounted, Directly Placed Template
Special Rules: Uses the large teardrop shaped template. Enemy units touched by the template have a target acquisition counter placed on them (see the Special Rules section).

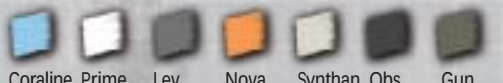
Painting Guide

In this section we'll take you through the process of painting six of the best from the Syntha model range. You'll get advice on how to prepare your miniature for painting (removing flash, undercoating, etc.), techniques for applying block colours and highlights, and how to assemble, then mount your figures on their bases. Each of these models comes with a selection of colour schemes, representing various units of renown in the Syntha military machine.

Painting a Tactical Teratosynth

Stage 1 Block Painting

Undercoat the miniature black. Block paint armour panels Coraline Blue and Leviathan Grey mixed with a little Prime White and the pneumatics Gun Metal. Flashes that will end up yellow should initially be block painted in Nova Orange. This helps to give them greater depth of colour when finished, particularly when undercoating with black.



Stage 2 Highlighting

Highlight by layering up armour panels with Coraline Blue mixed with a little Prime White, and Leviathan Grey mixed with Prime White, and the pneumatics with Synthan Silver. Flashes should be block painted with Koralon Yellow. When applying this colour leave a little of the Nova Orange showing along the edges of the surface and where it meets other colours. This helps create an excellent shading effect.

Stage 3 Final Highlights and Details

Add final highlights by layering up with the addition of more Prime White. Details such as lights and buttons should follow this procedure but once the final highlighting has been completed add a touch of Prime White to the corners of the lights and a final dot off set from the centre of the button. Transfers can be added at this stage. A nice finish once the transfer has been applied is to add a line of Leviathan Grey.

Colour Chart

Beta Helios Exploratory Mora

Epsilon Scathan-E Defence Mora

Theta Ixion Covert Mora

Beta Talos Mechanized Mora

Painting a Hunter Killer 2000

Lev. Grey | Nova Orange | Gun Metal | Erg Red | Obs. Black | Prime White | Koralon Yellow | Synthan Silver

Stage 1 Block Painting

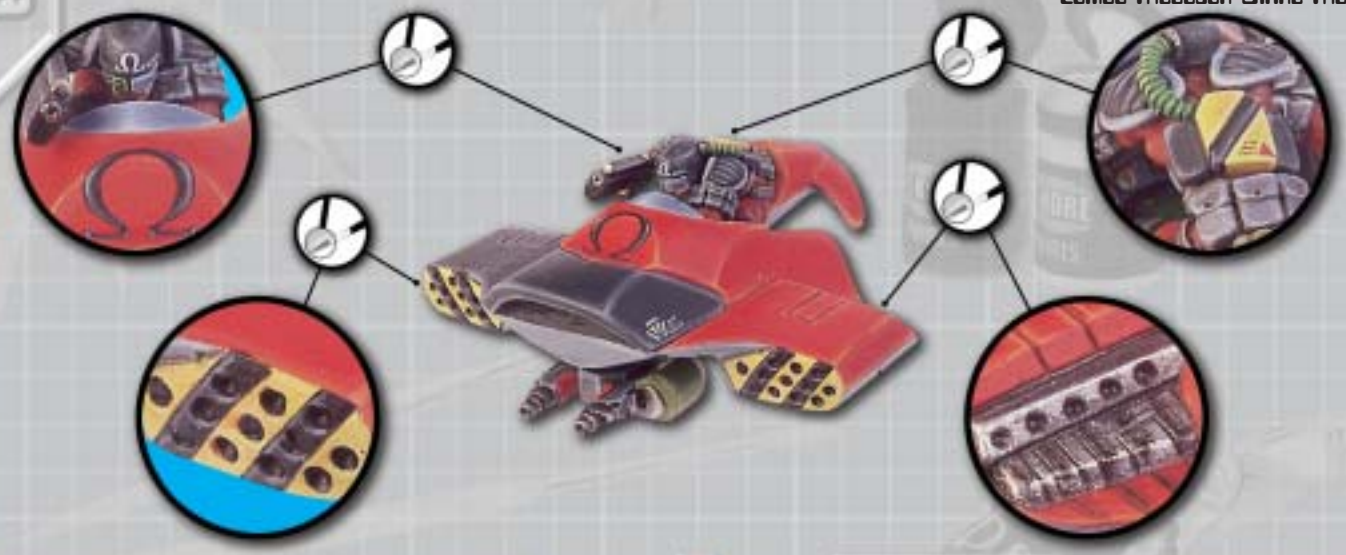
Undercoat the miniature black. Block paint armour panels Leviathan Grey, Nova Orange and Gun Metal. The pilot should be block painted with Leviathan Grey and Erg Red. The Chevrons should be painted Obsidian Black and Nova Orange.

Stage 2 Highlighting

Highlight by layering up armour panels with Leviathan Grey mixed with Prime White and Erg Red. The Nova Orange undercoat gives a brighter stronger red. The orange chevrons were layered up with Koralon Yellow. The metal areas are washed with diluted Obsidian Black. The pilot's jumpsuit was layered up using Erg Red mixed with Nova Orange. Because the red was painted on a black undercoat this helps create a different shade of red from the jet bike. The pilot's shoulder pads and helmet were layered up with Leviathan Grey mixed with Prime White.

Stage 3 Final Highlights and Details

Add final highlights by layering up with the addition of more Prime White to the Leviathan Grey mix and more Nova Orange with the Erg Red. Metal parts where highlighted with Synthan Silver. Details were added with Prime White and a transfer attached to the front of the bike, which was subsequently highlighted with Leviathan Grey.



Colour Chart

Meridian Sand
Obsidian Black
Gun Metal
Leviathan Grey

Pi Gorgonian Military Research Mora

Coraline Blue
Leviathan Grey
Gun Metal

Alpha Omega Prime Guard

Obsidian Black
Leviathan Grey
Gun Metal

Gamma Psyche Internal Security Mora

Obsidian Black + Viridian Green
Koralon Yellow
Gun Metal

Lamda Medusan Strike Mora

CLEANING:

Before you start painting your model some preparation will be needed. Sometimes there maybe a slight ridge running around the model as well as small "feed" tags. This is due to the moulding process and they are collectively referred to as "flash". This can easily be removed from your figure by the careful use of a sharp craft knife and a needle file. Make sure you watch those fingers now!

UNDERCOATING:

In order to give a good painting surface to your miniature it is essential that you undercoat it. We would recommend using either a matt white or a matt black aerosol spray, i-Kore supply both. Follow the instructions on the tin and make sure you use the spray in a well-ventilated room. Undercoating your figure white gives a much brighter end result whereas using black is an effective way to paint figures quickly if you only intend to "block" paint them.

Painting an Assault Androsynth

Stage 1
Block Painting

Undercoat the miniature black. Block paint armour panels Leviathan Grey, pneumatics Gun Metal and tubes and knee pad Nova Orange. For the larger panels do not paint the entire surface leave large areas of the black undercoat effectively using the Leviathan Grey as a first highlight.

Stage 2
Highlighting

Highlight by layering up armour panels with Leviathan Grey and Prime White. Block paint tubes and kneepad with Erg Red. This gives a strong, brighter red with the orange base coat. For the metal parts Wash with diluted Obsidian Black.

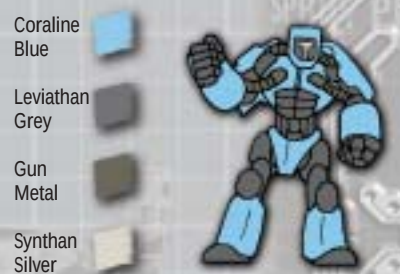
Stage 3
Final Highlights and Details

Add final highlights by layering up with the addition of more Prime White to the mixes in Stage 2 apart from the red & metal areas. The red parts should be layered up using Nova Orange and the metal should have a final highlight with Synthan Silver. Number details were added with Prime White.

BLOCK PAINTING:

This is an ideal technique for beginners to get quick effective results and also acts as the basic starting point to apply other techniques. We will use this technique as a basis in our stage-by-stage painting guides. Once you have chosen your colour apply an even coat accurately to the designated area. If you use this technique in combination with a black undercoat do not paint over the black in recessed areas. This will create a basic shading effect.

Colour Chart



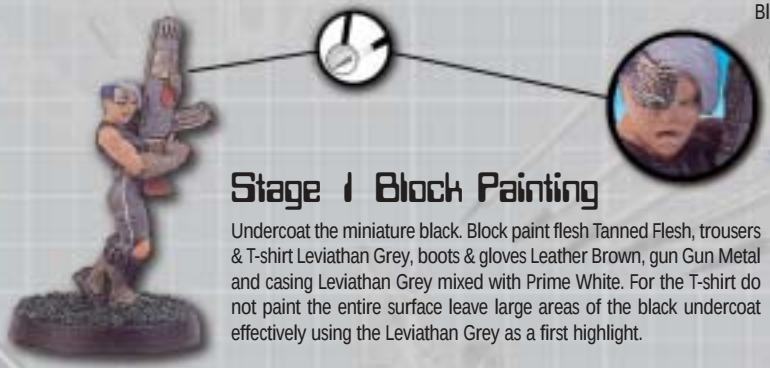
Alpha Omega Prime Guard

Beta Talos Mechanized Mora

Theta Ixion Covert Mora

Epsilon Scathan-E Defence Mora

Painting a Standard Marine



Stage 1 Block Painting

Undercoat the miniature black. Block paint flesh Tanned Flesh, trousers & T-shirt Leviathan Grey, boots & gloves Leather Brown, gun Gun Metal and casing Leviathan Grey mixed with Prime White. For the T-shirt do not paint the entire surface leave large areas of the black undercoat effectively using the Leviathan Grey as a first highlight.

HIGHLIGHTING:

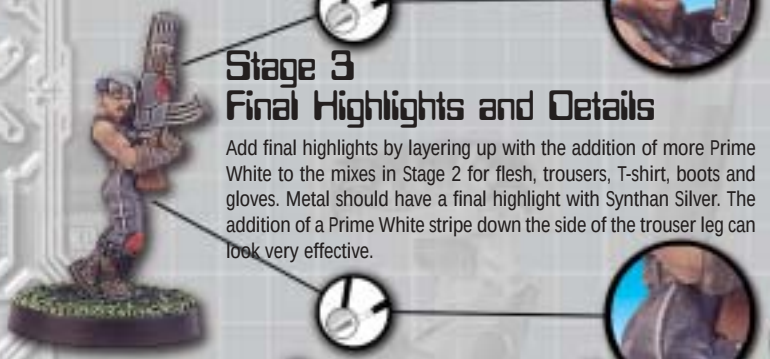
Block painting can leave your figure looking rather flat. There are a number of techniques we can apply to create a more three-dimensional effect. All these techniques however are applied after the figure has been "block" painted. In order to create a 3D effect we want to bring out raised details by applying a lighter tone of the basic colour to them. The more raised the detail the lighter the tone. Sometimes it is simply a matter of adding white to the basic colour to create a lighter tone however some other colour combinations work better. For example add orange to red, yellow to green and blue to black. The various highlighting techniques are "layering up", "drybrushing" and "washing". Depending on the effect you want to create some techniques are better than others.

Stage 2 Highlighting

Highlight by layering up flesh with Pale Flesh, trousers & T-shirt with Leviathan Grey mixed with Prime White, boots & gloves Leather Brown mixed with Prime White and the gun casing Leviathan Grey mixed with Prime White. For the metal parts of the gun Wash with diluted Obsidian Black.

LAYERING UP:

For this technique it is better to block paint the designated area a tone darker to start with as this will represent the darkest tone in the painted area. When mixing lighter tones for this technique add a little water to dilute the paint. This will help blend it to the previous coat and avoid any sharp changes in tone. Apply successively lighter tones of paint within the previous painted area building up to the highest point. The smaller the changes to the tone of your paint and the more layers you apply the smoother the blend from dark to light will be. This technique is ideal for cloth, facial tones and smooth armoured panels.



Stage 3 Final Highlights and Details

Add final highlights by layering up with the addition of more Prime White to the mixes in Stage 2 for flesh, trousers, T-shirt, boots and gloves. Metal should have a final highlight with Synthan Silver. The addition of a Prime White stripe down the side of the trouser leg can look very effective.

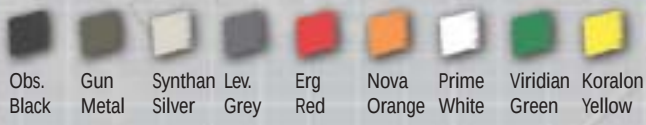
DRYBRUSHING:

As the name suggests with this technique the idea is to paint with an almost dry brush. Once you have mixed the lighter tone you want to apply wipe the brush on a cloth until there is very little paint left on it. Gently brush over the chosen area and you will begin to pick out the raised areas. With subsequent lighter tones you want to apply less paint to the raised areas. This technique is ideal for hair, metal and sharp edged effects.

Colour Chart

Pi Gorgonian Military Research Mora | Lamda Medusan Strike Mora | Alpha Omega Prime Guard

Painting an Assault Teratosynth



Stage 1
Block Painting

Undercoat the miniature black. Block paint armour panels Erg Red, Leviathan Grey and Gun Metal and blades & tubes Gun Metal. With the large armour panel and the knee pads do not block paint the entire surface leave some of the black undercoat showing to enhance the shading.

Stage 2
Highlighting

Highlight by layering up armour panels with Erg Red mixed with a little Nova Orange and Leviathan Grey mixed with a little Prime White. For the metal panels, blades and tubes Wash them with diluted Obsidian Black. The visor should be highlighted with Viridian Green as are the thin tubes running either side of the abdomen.

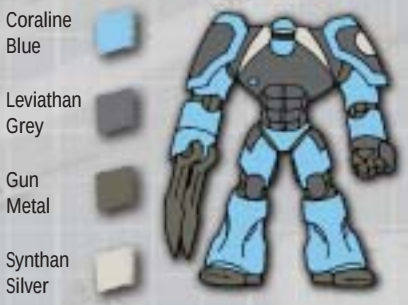
Stage 3
Final Highlights and Details

Add final highlights by layering up with the addition of more Prime White for the armour panels. Metal panels, blades and tubes should have a final highlight with Synthan Silver. The visor and the thin tubes should have a final highlight with Viridian Green mixed with Koralon Yellow.

WASHING:

This is strictly a shading technique. It can be used in combination with "block" painting to create a good basic standard for tabletop troops. Applying the various highlighting techniques after the "wash" can give you expert results. The idea is that you apply a diluted paint, or ink, to the area, the tone of which will be darker than the basic colour it is painted. The paint will flow into all the recesses creating the darker shaded tones you want. Some experimentation into colours and dilution will be necessary to get the desired effect.

Colour Chart



Epsilon Scathan-E Defence Mora

Epsilon Scathan-E Defence Mora

Epsilon Scathan-E Defence Mora

Epsilon Scathan-E Defence Mora

VARNISHING:

Once you invested a lot of time and effort into painting your miniatures it's a good idea to give them a healthy coat of varnish to protect them. Some people prefer a matt finish others a high gloss. However if you are going to be playing with your miniatures we would recommend that you initially varnish them with a high gloss, as this affords greater protection, and then if you desire spray it with matt varnish. i-Kore produce both a gloss and a matt varnish in the form of an aerosol spray. Follow the instructions on the tin and make sure you use the spray in a well-ventilated room.

Other Armies you can collect

VASA

Black Legionary Sergeant

Commander X

Archangel

GSX 900 Viper Wing Sergeant

KORALON

Tactical Arakton with Spine Blaster

Devi, Arakton Champion

Assault arakton

Grendel

JUNKERS

Berserker

Aurelian

Gracchus & Rex

Exo-Suit Sergeant

VIRIDIANS

Fenrir

Major Icharus Trask

Commando Sergeant

Captain Maximillian Hellgast

Welcome to the Syntha Force Book for Void 1.1. This book includes:

- **Detailed background on Syntha, their technology, colonies and role within Pan-Humanic Space.**
- **Syntha army list.**
- **New units such as biomechs, Cyclops Grav Tanks, and the prosthene pilot Diogene Theta.**
- **Plenty of full colour maps, illustrations, and photographs of miniatures and terrain.**
- **Stage-by-stage painting guides, colour charts and Syntha uniform schemes.**

This book is a supplement for Void 1.1 miniature battle-system. To use this book for playing Syntha armies you must have access to a copy of the Void 1.1 rulebook.

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